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Thank you all.

Dedicated to my wife and best friend

Foreword

My first visit as a child to an amusement park was to that big popular one in Anaheim, California. You know...the one with the mouse.... The experience was utterly spellbinding: the ingenious rides, savory food, wondrous scenery, fun costumes, shows, parades, shops, fireworks! In a word, it was AWESOME! And as our family was leaving at the end of the day (which was actually quite late at night) I remember thinking to myself, "I gotta have one of these!"

In the weeks that followed, I recruited several siblings and neighbor kids to make our own amusement park. Our rides included a hillside shopping cart ride (I've still got scars from that one), wheelbarrow bumper cars (my personal favorite), the sit-in-a-wagon-while-careening-down-the-gutter-filled-with-water flume ride (not as fun as it sounds), and the rolling trash can (in which I first learned the phrase "lose your lunch").

We even had entertainers: A baton twirler, a magician, that double jointed girl, someone who could blow milk out his nose, and a neighbor kid who did cartwheels, tumbling, and other acrobatics while wearing a costume made from a shopping bag painted to make it look like he was on fire! Of course, our parents didn't find this so amusing. And unfortunately, our little enterprise was shut down after just one day. But the feeling of "I've gotta have one of these" has never gone away.

Fast-forward to 1999. Chris Sawyer unleashes *RollerCoaster Tycoon* on the world and suddenly "having one of these" was as close as the local software store! And it was well worth the wait. *RollerCoaster Tycoon* is richly detailed and elegant in its simplicity. Best of all, it ran on my meager computer. Two games and four expansion packs later, many of my nights and weekends have been sleepless as my amusement park creations took shape. And though I could now *have* my own amusement park, building roller coasters in the game caused me to wonder what it would be like to *ride* one of these.

Wonder no longer, because *RollerCoaster Tycoon 3* allows you to do that, and then some! Now the game is fully 3D with many enhanced features.

With this guide, you'll learn all the intricate secrets behind building your own amusement parks and key strategies for completing each of the game's scenarios. Whether you are an *RCT3* veteran or newcomer, this guide will become an invaluable resource for playing the game. Also throughout this guide, we've included secret codes, allowing you to access downloads of special extras—rides, scenery, and other features you find nowhere else!

So park that wagon and wheelbarrow in the garage and fire up your PC. *RollerCoaster Tycoon 3* is one heckuva ride!

Introduction

The premise of *RollerCoaster Tycoon® 3* is pretty straightforward: Build and manage an amusement park until you reach the goals listed in the scenario objectives.

Some players may feel a little overwhelmed by the seemingly limitless ways these goals can be reached. Never fear! Though *RollerCoaster Tycoon 3* offers a vast number of ways to play, you need not master them all to become a true roller coaster tycoon. The learning curve for this game is a little longer than for others. Once you become familiar with how the game works, you'll be designing amusement parks limited only by your imagination! And this guide will help you do just that.

Game Overview

The main menu offers three choices: Play, Tools, and Game Options.

Fig. I-1. The main menu.

Play takes you to a menu with all the gameplay modes. **Tools** gives you access to the game's powerful editing suite where you can create your own coasters, park guests, buildings, and game designs. This guide has a chapter devoted to these tools. **Game Options** allows you to choose what currency will be used; to decide whether distance, speed, and temperature are displayed in English or metric measurements; to redefine the keyboard shortcuts; and to adjust all the video, audio, and mouse-control settings for the game.

Career Mode

The main thrust of the game involves playing a roller coaster tycoon "career" where you go from one amusement park to another, solving problems, turning a profit, attracting guests, satisfying celebrities, expanding your parks, and, of course, building coasters. And each amusement park is unique both in location and its circumstances.

For example, in some cases you may only improve a park with a limited number of rides, or you must use scenery based on a particular theme. You may be prohibited from changing the terrain or removing the local foliage because the park is located in an environmentally protected area. In spite of these restrictions, there's always a way to reach the game's objectives.

tip

RollerCoaster Tycoon 3 offers five different themes: Generic, Western, Sci-Fi, Adventure, and Spooky! You'll find enough rides, shops, plantlife, and scenery to build an entire *land* using objects from just a single theme.

There are 18 career scenarios, each of which has objectives sorted into three levels of difficulty: Apprentice (easy), Entrepreneur (hard), and Tycoon (expert). If you reach the goals, you receive a reward such as a cash bonus, a new ride, or more land to expand your park. You may even continue to play the scenario after you've finished all the objectives. Chapter 3: Scenario Spoilers is filled with all the secrets for completing each of the 18 scenarios, including what the restrictions and conditions are for each. You'll also find instructions on how to accomplish every objective (allowing you to achieve Tycoon status in record time)!

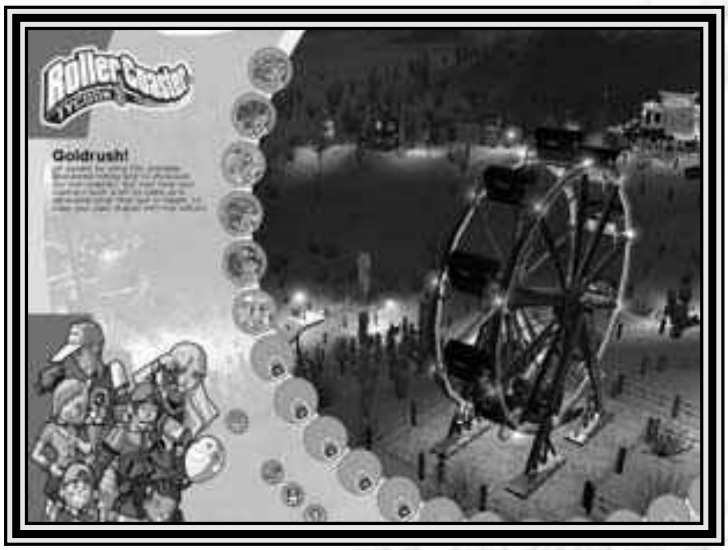


Fig. I-2. The Scenario screen.

Unlocking Scenarios

When you first play *RollerCoaster Tycoon 3*, six of the scenarios are unlocked. After you complete the Apprentice objectives of any scenario, one of the locked scenarios unlocks. This continues until 16 of the 18 scenarios have been opened. To unlock the seventeenth scenario, accomplish the Entrepreneur objectives for the first 16. Finally, you unlock the final scenario only when you've satisfied all the Tycoon objectives for each of the other 17 scenarios.

Click on the **Career Mode** button on the Play menu to display a dialog box where you may load a career you previously started or create a new one.

Fig. I-3. The Select Career dialog box.

This allows several people to play *RollerCoaster Tycoon 3* on the same computer.

Multiple Careers

As you can see, the *Select Career* dialog box lists all the careers that have been started. The list also details the progress of each career, such as how many scenarios have been played, and the level of difficulty that has been reached. After you load a career, the Scenario screen (as seen in figure I-2) shows all the scenarios awaiting your roller coaster tycooning skills. Launch a scenario and you're off and running.

Tutorials

If you have difficulty grasping any of the skills required, the game probably has a tutorial to cover it. The tutorials include lessons on using the interface, basic park management concepts (such as adding rides, paths, and scenery), advanced concepts (for managing your staff, creating complex structures, and adjusting the finer details of attractions), using the fireworks show editor, and how to build a roller coaster.

Run through all the tutorials before starting a career to considerably shorten the learning curve.

Fig. I-4. Has anyone seen the cotton candy stand?

New Features

RollerCoaster Tycoon 3 maintains the core gameplay mechanics that made the series great. The game is filled with activities for both the analytical and imaginative parts of your brain. In addition, since the previous edition of *RollerCoaster Tycoon* was released, fans have clamored for a number of enhancements. Here are brief descriptions for all the new features:

3D

The camera now flows smoothly all the way from a bird's-eye view down to where individual characters fill the screen. You can view virtually every aspect of your amusement park. In fact, the view is so amazing, you can almost smell the hot dogs!

Fig. I-5. Hold onto your lunch! One good turn deserves another!

Ride the Rides

Activate the CoasterCam™ for one of the most realistic ride simulations ever created as you jump on every ride in your park. Be forewarned! Using the CoasterCam™ may result in a slight dizzying sensation accompanied by the gritting of teeth, sweating on the brow, and hair standing up on the back of the neck! *Use in moderation!*

Variety of Park Guests

The "peeps" (*RollerCoaster Tycoon*'s park guests) who visit your parks come in a wide assortment of ages and appearance. No two are identical. Plus, peeps now walk around in groups, couples, and families. And you can even create your own!

Day and Night

As the clock reaches the end of the afternoon hours, the sun sets, and the park lights come on. This breathtaking view of your parks' vivid scenery is topped only by the presentation of a fireworks show that you created!

Streamlined Interface

RollerCoaster Tycoon 3 has received a facelift and many of the features have been improved. For example, when building a coaster, you can press the Auto-complete button to automatically finish placing the final track pieces! And creating complex paths and structures is as easy as stacking building blocks.

Fun New Scenery and Rides

Have you ever been on a ride that triggers a special animating event such as a shark lunging out of the water toward your tram, or a *Tyrannosaurus rex* bellowing as the passing coaster distracts it from its hunt? This game's got 'em, too! Plus, you can add miniature golf, a monster truck ride, and a submarine.

Fig. I-6. Who said dinosaurs were extinct?

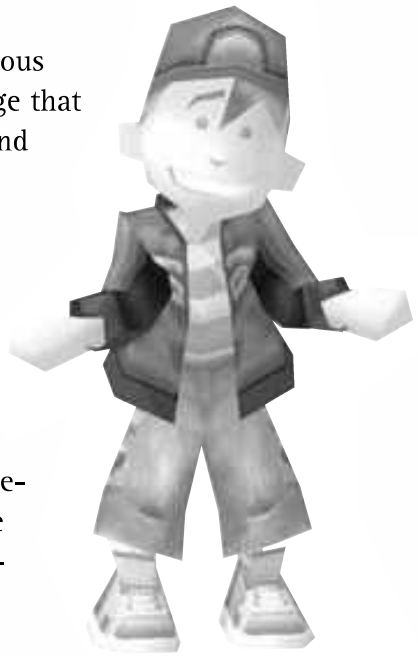
Peep Snapshots and Photo Story 3

Fig. I-7. Everyone say CHEESE!

Get this! The family you created with the peep editor will take pictures of each other as they visit your park. Just drop photo spots throughout your park and the rest is automatic. In addition, the publisher of *RollerCoaster Tycoon 3* has teamed up with Microsoft to offer a new and exciting way to share digital photos, including your peeps' snapshots and any screen grabs you made. Check out *Photo Story 3* for details.

Importing Coasters

RollerCoaster Tycoon 3 allows you to load the coasters you created with the previous games. The *RollerCoaster Tycoon* website has links to an online ride exchange page that has thousands of custom-made coasters created by fans of the first two games. And nearly all of these can be imported as well!



Sandbox Mode

One of the most requested features was the addition of a sandbox where you can create the amusement park of your dreams without the constraints of money, time, or scenario goals. This is where you get to design an amusement park purely for your own amusement.

The controls for playing a sandbox game are identical to those for playing scenarios. You can start from scratch, or load in parks such as those presented in the career game or even sandbox parks created by others. You may even load a sandbox game into the scenario editor where you can create your own *RollerCoaster Tycoon* scenario.

The Interface

Using the Key Features

This chapter offers an overview for using each of the game's key features, so you may want to keep a bookmark here to allow you find this section quickly.

Game Options

Game options can be set both from the main menu and in-game. From the main menu, click on the Game Options button. In the game, click on the Files and Options button along the screen's left edge, and then click on the Game Options button.

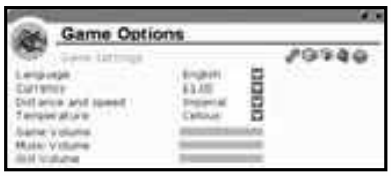


Fig. 1-1. Game settings.

Game Settings

Adjust the game settings by opening the main page of the Game Options dialog box. Click the various drop-lists to choose the settings that suit you. You may indicate your favorite currency, whether distance and speed are displayed using English or metric measurements, and if temperature is displayed in Celsius or Fahrenheit. If you are playing the international version, you may also choose which language is used throughout the game (15 at last count).

You can set the volume levels for the GUI sounds (such as button-clicks), game music (menu music and ride music), and the level of both sound effects and voices in the game. You can even control how sounds behave as you move through the park.

Click on the checkbox to activate the *Import My Music* feature.

tip

Place your favorite music files in your *My Music\RCT3* folder and when you assign music to an attraction, the game will include your tunes in the list!

Fig. 1-2. Keyboard bindings.

Keyboard Bindings

Nearly everything that can be done using the keyboard can also be done using just the mouse, with a few exceptions, such as typing names. For those of you who prefer using both the mouse and keyboard, find the shortcuts listed on Keyboard Binding portion of the Game Options dialog box. To change the default keyboard bindings, click on the shortcut name and press a new key or key combination. The game automatically prevents you from assigning two functions to the same key.

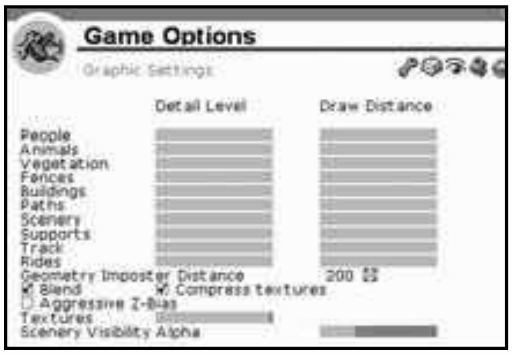


Fig. 1-3. Graphical settings.

Graphical Settings

The first time you run *RollerCoaster Tycoon 3*, the game automatically checks your computer's operating system, processor speed, and video hardware, and then sets the game's graphical settings to levels recommended for your computer. You may adjust these settings by moving the sliders and clicking on the checkboxes. If your changes slow down the game, move the sliders to lower settings.

caution

Only advanced users should adjust these options! An understanding of 3D rendering and video hardware is strongly recommended!

- **Detail Level** determines how complex the 3D wire-frames are for rendering objects and people in the game. A lower setting causes items to appear blocky.
- **Draw Distance** is how far (in terrain grid squares—about the size of a path piece) an object is away from the game camera before it is no longer displayed.
- The **Blend** checkbox causes the game to display smooth transitions between the appearance of one area and another.
- The **Textures** slider controls how much detail appears on the surface of objects.
- The **Compress Textures** checkbox causes the game to use lower quality textures that require less memory.
- The **Aggressive Z Buffer** checkbox causes the game to use more of the advanced features of your video card (if your card has them) for rendering the objects in front of each other for greater speed and better 3D realism.

- The **Scenery Alpha** slider sets the "see through" properties of objects when you use the various marker controls. The marker controls are found under the View Options button at the game screen's left edge.
- The **Resolution** selector allows you to run the game in 800 x 600, 1024 x 768 or 1200 x 1024.

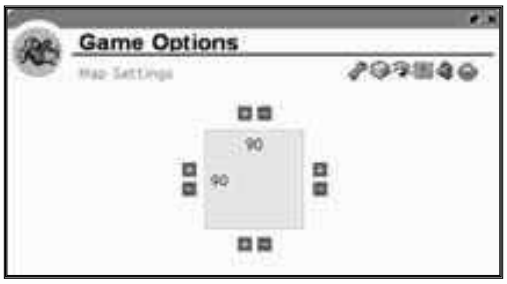


Fig. 1-4. Map settings.

Map Settings

This option is present only while playing a sandbox game or when using the scenario editor. Click the various pluses and minuses to change the size of the land that may be used for creating a park. The buttons at the top edge of the box add or subtract rows for the north edge of the park. The others add or subtract rows and columns for the other corresponding park edges.

Camera Settings

Here is where you may adjust the various camera settings, not just the game camera and how to control it, but cameras carried by park guests as well.

Fig. 1-5. Camera settings.

Attract Settings

The first three settings (Attract Min, Attract Max, and Attract Angle) relate to the game's attract mode, a noninteractive flying camera that moves randomly around your park from one person to another. (Activate attract mode by allowing the game to idle for 15 minutes.) The flight range and angle of the attract mode camera are affected by adjusting these settings. Attract Min is the shortest number of meters or yards the attract mode camera will fly in one pass, and Attract Max is the farthest. Values range from 5 up to the diagonal length of your park land. Attract Angle is the angle at which the camera will be tilted when moving around a park guest. The range is between 0 (ground level) and 5 (directly overhead). The default setting is 0.50.

Snapshot Options

The three snapshot options on this dialog box control whether or not snapshots taken by the peeps you created will be saved to your *My Pictures\RCT3* folder. If you click the checkbox labeled **Allow All Snapshots**, the option gets turned on. Check the box labeled **Allow Photo Spot Snapshots**, and your peeps' snapshots taken at any photo spots in your park get saved to the *My Pictures\RCT3* folder. And when **Allow Coaster Camera Snapshots** is enabled, pictures taken of any of your peeps riding a coaster that has a triggered camera will be saved as well.

Auto Scroll

The checkbox labeled **Auto Scroll** allows you set whether or not the screen may be nudged by hitting the pointer against the screen edge.

Camera Control Modes

The drop-down list labeled **Camera Mode** allows you to choose how the camera will be controlled in response to how you move your mouse with various buttons held down.

- Normal Camera: This setting gives you control over the camera similar to that found in other strategy games. When you move the camera very close to the ground and release the button, the camera may bounce back up and settle to a default height.
- Advanced Camera: This choice gives you several ways to customize camera behavior to your liking. The **Camera Controls** setting allows you to choose how the mouse buttons affect camera movement.

Fig. 1-6. Advanced camera controls setting 0.

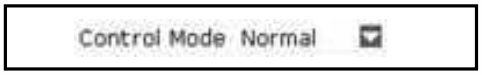


Fig. 1-7. Normal camera setting.

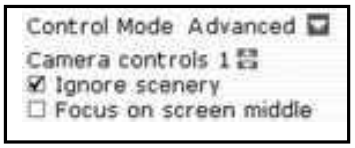


Fig. 1-8. Advanced camera controls.

When the checkbox labeled **Ignore Scenery** is checked, the camera rotates the screen around a spot on the ground. When it is not checked, the camera rotates the scene around an object high above the ground.

The checkbox labeled **Focus on Screen Middle** allows you to set whether the camera circles around a spot in the middle of the screen or around the pointer.

- Freelook: The **Freelook** camera behaves much like that of a first-person shooter game and allows you to rely on the keyboard for movement and the mouse buttons for turning. It's especially useful for looking up at the sky during a fireworks show or for fine-tuning the position of the game camera for setting up dramatic screen captures. Many of the *RollerCoaster Tycoon* 3 screenshots you've seen in the press, in this book, and on the web were taken using the freelook camera.

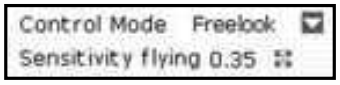


Fig. 1-9. Freelook camera controls.

The **Sensitivity Flying** setting determines how fast the camera moves in response to your mouse and keyboard. Its range is from 0 to 1 and the default is 0.35. The lower the number, the slower the camera moves. This affects camera movement only when using the advanced camera setting.

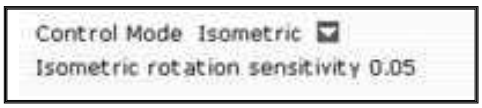


Fig. 1-10. Isometric camera controls.

- Isometric Camera: For players who prefer their camera control to have an isometric *feel*, the *RollerCoaster Tycoon 3* designers have included a mode where the camera behaves like that of the previous games. The **Isometric Rotation Sensitivity** selection changes how much mouse movement is required before the camera rotates. The range for this setting is 0.05 to 5; the default setting is 0.35. The higher the number, the more sensitive the response.

Scenic Settings

As with the graphical settings, the **Scenic Settings** are automatically determined the first time the game is run. Each of these options adds complexity to the display and, thus, requires more memory, a higher-end video card, and a more robust processor. If the changes you made to these settings make the game run slower, un-check some of the options.

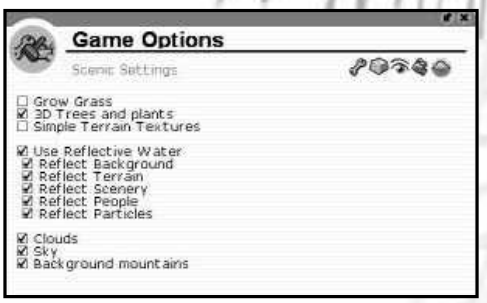


Fig. 1-11. Options for scenic settings.

The Graphical Interface

Fig. 1-12. *RollerCoaster Tycoon 3* has received a facelift!

The new streamlined interface gives you access to all the complexity of the game while providing an unobstructed view of your amusement park. Most of these buttons open a second tier of buttons that allow you to add objects to your park or open dialog boxes for adjusting the park management features.

Dashboard and Message Console

At the top of the screen is the dashboard, where you find the most frequently needed data such as cash on hand, park attendance, and time of day. Move the pointer over parts of the dashboard to get more information. The dashboard's pull-down window is the message console, which shows important text messages. When a message appears, the console drops down for a moment to show the message and then retracts back into the dashboard.

tip

Most messages that appear in the message console also have a little icon next to them. When you double-click the icon, the game either zooms to the object mentioned in the message or opens a dialog box where you can make any required adjustments.

Scenario Objectives

Scenarios always start with an open Scenario Objectives dialog box, which presents you with the objectives that must be completed before the scenario is deemed finished. The objectives are divided into the game's three difficulty settings. When you complete all the objectives of one of the difficulty settings, you are rewarded with a special bonus and appreciation from the peeps.

Dialog Boxes

All the dialog boxes have two icons in the upper right corner: an X and an arrow. Clicking on the X closes the dialog box. Clicking on the arrow minimizes the dialog box to the right edge of the screen where you can open it quickly with a click of the mouse.

Fig. 1-13. A typical dialog box.

tip

You might find it useful to have the most frequently used dialog boxes on the screen at all times. Minimize them to the screen edge so they're out of the way, and when you need them, they're just a click away.

Control Panel

The graphical interface has three more important elements worth mentioning. The first is the control panel. Each object you can place in the park has a corresponding control panel where you may change the object's various settings, along with a button for deleting it. For objects that are already in the park, the control panel appears in the screen's lower *right* corner. For objects you are about to place, the construction panel appears in the lower *left* corner.

Fig. 1-14. A ride control panel.

Toolbox

Fig. 1-15. A coaster toolbox.

Another important graphical element is the toolbox. Track ride toolboxes and path-building toolboxes each contain all the track pieces and path pieces you'll need, and when active, are anchored to the bottom of the screen for quick access.

Fig. 1-16. A shop browser.

Browsers

Several browsers list all the rides, shops, and scenery that you can put in your park. You can filter these lists in various ways by theme or type. When you've found an object in the browser that you want to add to your park, simply click the picture in the list and a shadowy version of the object becomes attached to the pointer. As you drag the object around, its color alternates between blue and red; when it's blue, you can click to put the object in that spot.

Preparing Terrain

In many instances you'll want flatten the terrain or shape it for some other purpose, such as adding a pond for water rides. This guide devotes an entire chapter to this (Chapter 6: Terrain Tools), so we won't cover the details here. But you should be aware of a few things.

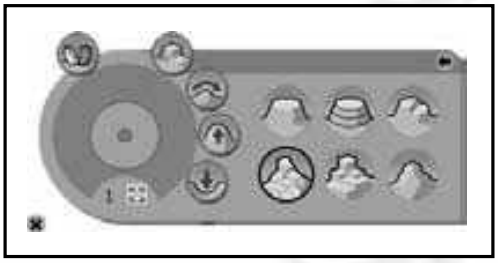


Fig. 1-17. Tools for shaping the terrain.

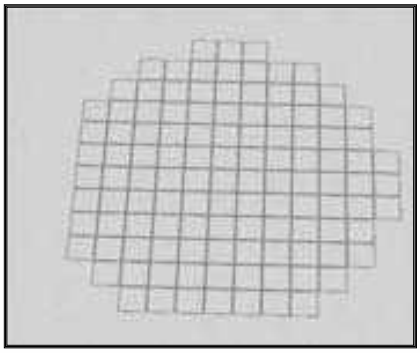


Fig. 1-18. The brush is a grid projected on the ground.

First is the terrain brush, which is a grid projected on the ground that appears after you've selected one of the terrain editing choices. The grid shows the *size* of the area you are about to edit. You can change the size of this brush by clicking the up and down arrows next to the brush size value in the terrain toolbox. This works the same for all brush size options in the game.

Second is the terrain Editing Mode button, giving you a choice of either spray mode or drag mode. In spray mode, the terrain rises (or lowers) to a height (or depth) based on how long you hold down the mouse button. In some cases, spray mode also raises (or lowers) the terrain to a height (or depth) equal to where the pointer was placed when you first held down the mouse button. In drag mode, the terrain rises and lowers in response to your dragging the mouse up and down while holding down the mouse button. Try it for yourself. Explaining this is more complicated than actually doing it. Once you try it out, you'll understand the differences right away.

tip

When changing the shape of the terrain, you might find it useful to turn on the terrain contour lines. Find these and other markers under the **View Options** button.

note

You can still edit terrain the same way you did in *RollerCoaster Tycoon* and *RollerCoaster Tycoon 2*! Check out Chapter 6 on terrain editing for more information.

Fig. 1-19. Paths and footbridges give park guests a way to reach any place in your park and appreciate the amazing vistas you've created.

Walkways

Creating footpaths, ramps, stairways, footbridges, sidewalks, and queue lines couldn't be easier. Fans of the previous two games won't be disappointed, because can you build walkways by using either the path-piece method or the path-drawing method. You can perform path-building in two ways: draw mode and path-building mode.

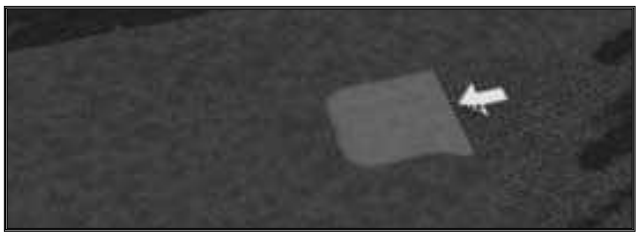


Fig. 1-20. Drawing a path.

In draw mode, simply select the path surface you want to use, and then drag the pointer across the landscape while holding down the mouse button.

To add a ramp or stairway, move the pointer to the edge of the walkway, and when an arrow appears, hold down the mouse button, and then nudge the mouse up or down to create a ramp; nudge the mouse a little farther and the ramp becomes a set of stairs. Release the mouse button and the ramp or stair appears! Next, click the ramp or stair to add

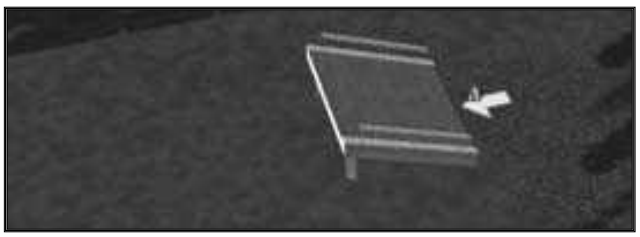


Fig. 1-21. Drawing a ramp.

another. To change the incline of the next ramp or stair, again move the pointer to the edge until an arrow appears, and then hold down the mouse button and nudge the mouse. It sounds complicated, but it's really easy after you get the hang of it.

Fig. 1-22. The path-building toolbox.

In path-building mode, you create paths much the same way as you create track rides. A toolbox is anchored to the bottom of the screen and you merely select a starting point in the park, and then click the path piece you want to add next. It's as easy as stacking building blocks.

Another path-building feature worth noting is that *RollerCoaster Tycoon 3* now allows you to start building pathways from a ride's entrance and exit! This makes path-building to and from an attraction much easier than before!

Adding Attractions, Shops, and Scenery

Fig. 1-23. A list of shops for your park

Simple Structures

Adding objects to your park is easy. Simply click on a Ride, Shop, or Scenery button (found at the screen's left edge), select the category, and then click an object in the list window. A shadowy version of the object becomes attached to your pointer; drag the object around, and when it turns blue, you can click to drop the object in your park.

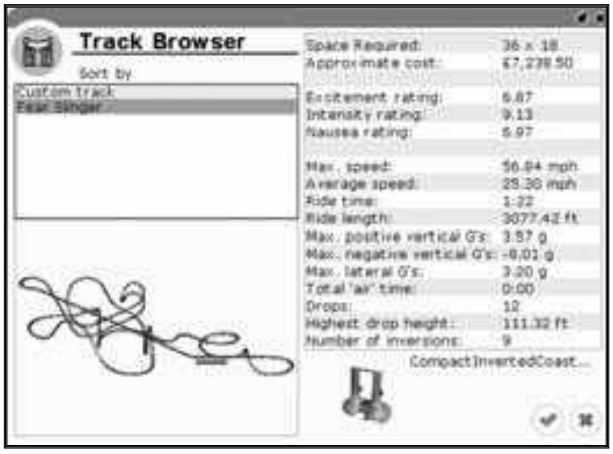


Fig. 1-24. The track ride browser's details window.

Tracks and Buildings

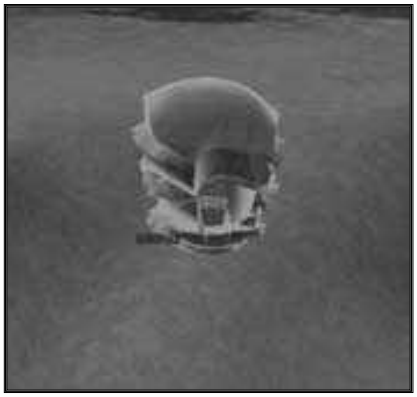
Adding track rides requires one additional step. With the track ride list open, click the picture to immediately attach a starting track piece to your pointer and open the track piece toolbox. But if you want to place a pre-built coaster, click on the Load icon, which opens the details window where you can review all the details of each of the available pre-built coasters for that coaster type. When you've chosen which coaster you want, click the **Build This** button.

Fig. 1-25. The building pieces browser.

If you want to construct a building, you have to drill down one more layer in the game menu to open the list with all building pieces for constructing custom-designed buildings. More details for this feature are provided in Chapter 9: Scenery and Customized Buildings.

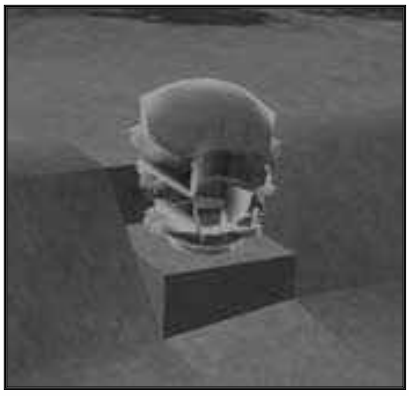
Changing the Terrain While Placing an Object

A new and powerful feature is the **deform land** feature. When you drop an object in your amusement park, the game pretty much just drops it without any other changes. And if you dropped the object on some rough terrain, the game does its best to compensate by adding pilings to most objects. However, there are three additional options for object placement.



First is the **deform terrain** method. After you've selected the object to be placed in the park, click the Deform Terrain button in that object's construction panel (screen's lower left corner). Notice that when you drag an object around the screen, the terrain deforms in order to accommodate the new object. Holding Ctrl while dragging the object around has the same effect.

Fig. 1-26. Placing a ride with the deform terrain option on.



The second option is the **cut terrain** method. If you select this option, you'll see how the terrain will be cut as you drag around the object. Holding Alt while dragging an object around has the same effect.

Fig. 1-27. Placing an object with the cut terrain option on.

Fig. 1-28. Placing an object using the object-height option

Finally there is the **object-height** method, which allows you to first drag an object to where you want to place it, hold Shift, and then move the pointer up or down to raise or lower the object's placement. When you release the mouse button, the object appears at the height you selected, complete with pilings to support it.

tip

You can place virtually any object in the park at any height by holding Shift as you place the object. Experiment a little with this feature. The results may surprise you!

Park Management

The Park Management button opens another tier of buttons that give you access to various park management tools, the big-picture things.

Among these are:

- **Operations**, where you may set the admission price, choose to buy land, keep track of attendance and park value, review awards bestowed upon your park, or conduct marketing campaigns (see Chapter 12: Marketing and Research for the full rundown on conducting ad campaigns).
- **Finances**, where you can examine cash flow, stay abreast of running costs, and manage loans.

Fig. 1-29. Access park management features with these buttons.

- **Staff Management**, allowing you to hire, fire, discipline, train, assign tasks to, and choose the uni forms for your staff.
- **Scenario Objectives**, where you review details of the goals you are trying to reach.
- **Research**, where you can spend some of your hard-earned cash on researching new attractions, shops, and shop inventory.
- **Attractions Management**, where you may view how each of your attractions and shops is performing and what the peeps think of them. Also use this dialog box to open or close an entire category of attractions with a single click. This is a very powerful window for quickly accessing each item in your park and adjusting that item's settings.

Other Features

The rest of the features not covered in the preceding paragraphs include saving and loading games, examining the game credits, and deleting objects. These are simple to learn and do not warrant a detailed discussion.

developer moment

DAVID BRABEN—Founder and President of Frontier Developments

When developing a huge game like *RCT3* it tends to be the small things that stand out in my memory. One of these was applying to the US ratings board (the ESRB). Sadly, in order to get an "Everyone" rating (this is important if the game is to be made widely available), we had to remove the graphic vomit (in addition to a few other things), from when a peep comes off an extreme coaster. This seemed such a silly requirement, and annoyed me an unreasonable amount!

note

There's still vomit in the game, but it's a bit more subtle than originally designed.

I also remember when we got the peeps working for the first time, and how they brought the park to life. It was amazing how much more compelling they were than I'd expected from having a design on paper/screen—which was a real surprise to me. It triggered all sorts of extra ideas for peep interactions that we hadn't originally planned.

Basic Strategies

Playing Efficiently

When you first load a scenario, the game displays the Scenario Objectives dialog box. Read it carefully, especially the section listing any restrictions. Some scenarios do not allow you to reshape the terrain, use marketing campaigns, or change the park admission price.

Close the Scenario Objectives dialog box and immediately pause the game. Then, determine the following:

Fig. 2-1. Fun in the sun.

- Your goals.
- Any restrictions for the scenario.
- The condition of everything in your park—what's working and what's broken down.
- What attractions are open and what are closed.
- The prices being charged for park admission, rides, and shops.
- What kinds of attractions are already in the park.
- The staff you have on hand.
- What land is owned by the park and the status of land adjacent to the park.
- The number of guests already in the park.
- Any outstanding loans and how much more you may borrow.

Fig. 2-2. This breathtaking view is brought to you by...you!

Formulate a Plan

Once you have analyzed the condition of your amusement park, figure out what your best course of action should be. Here are some suggestions for covering the basics.

- Open any shops or attractions that are closed.
- Repair any broken down shops or attractions. Press the Call for Repairs button in the object's control panel.
- Hire at least one mechanic. Make sure the mechanic's tasks include repairing and inspecting.
- Hire at least one janitor.
- Hire at least one security guard.
- Hire at least one entertainer.
- Make sure your park has at least one toilet, one food stand, one refreshment stand and, if the park is in a tropical climate or mountains, add an umbrella shop for the frequent rains.
- Ensure that shops and attractions have paths leading to their entrances and from their exits.
- Check how often a shop or attraction will be inspected. Frequent inspections are required for attractions with higher excitement ratings and for shops with a wider variety of inventory. As attractions age, more frequent inspections are needed as well.
- Verify that there are enough trash bins to prevent your janitors from being overworked.
- Identify and correct any imbalances. If you have too many of a particular kind of shop or attraction, sell it to prevent its running costs from draining your cash reserves. Keep only the kinds of shops that peeps want.
- Study the layout of your park. Look for areas where foot traffic may become congested, or if shops and attractions are too far apart, and then make the necessary adjustments.

tip

Knowing the opinions of your park guests is key to success. Sample an individual guest's opinions by clicking on a guest and clicking the thought bubble in the guest control panel. Or get an opinion sampling by opening the Park Operations dialog box and sorting the list of attractions and shops by popularity and favorites. Any object with a low percentage number should be improved or removed.

First Steps

Now that you've covered the basics, your next goal is to get your park running and producing a profit (or at least breaking even). Start where the peeps start, at the park entrance.

Un-pause the game and move the camera to the front gate. In most cases, a scenario begins with only a few visitors in the park and with a vast number approaching the entrance. Now, double-click on the park entrance to open the Park Operations dialog box where the park's admission price is shown, and then watch the park guests as they enter. If they're happy with the admission price, raise it little by little and see how they react. (Some scenarios do not let you adjust your park's admission price.) You might even want to sample a few of the peeps' thoughts to see what they think of your admission price.

Fig. 2-3. Entertainers keep park guests happy as they wait in line.

Repeat these same steps for the prices found in each of the shops and attractions until you can cover the running costs for each. (See the actual running cost of a shop or attraction by clicking on it to open its control panel and clicking on the Finances button.) Some objects, such as the first-aid station, have a running cost but not an admission price; don't add these until your park is earning a steady profit.

Similarly, examine the excitement, intensity, and nausea ratings (collectively known as EIN) for each attraction. If any of these are too far out of line, most peeps will avoid them. For "flat rides" (rides that don't move along a track), alter the EIN numbers by adjusting the running speed, if available, and how many times the rides repeats. For coasters and track rides, affect the EIN numbers by adjusting the ride speed and g-forces. Adjust ride speed by adding or removing straight brakes for some track pieces. Modify g-forces by editing the track where your downward slopes end. Change lateral g-forces of your turns by changing their banking angle, or by swapping out track pieces for others.

Also keep a close watch on your cash so you can quickly identify any money-losing trends.

Fig. 2-4. Spooky fun for all ages.

Expand Slowly

Many players are tempted to jump right in and start building coasters or rapidly expand their park. If you are one these eager players, try the sandbox mode or the coaster editor, because to reach the game's scenario objectives, you need to add to your park little by little, and then examine the result.

One of the best ways to keep track of your progress is to use the Park Management dialog boxes where you can see key trends such as income, attendance, park value, and so on. And when planning how to expand or improve your park, the most useful data are the opinions of your park guests. You have a few ways to check peeps' opinions. One is by examining the opinions list found in the control panel for each of the objects in the park; just click on the object to open its control panel. Another way is to open the Attractions dialog box (by clicking on the Park Management button, and then the Attractions button) and then sorting each of the lists by popularity, satisfaction, and guest's favorites. Gain additional insight by sorting the list of rides by reliability, queue waiting time, the number of people in line, and the ride's down time. Refer to this dialog box often.

Everything you do and each thing you add should be to increase the enjoyment of your park guests. If you find that they're bored, add a couple of entertainers. If you see exhausted guests walking around, put a few park benches here and there. If some peeps appear to be desperate, add a toilet. And if your park reaches a point where most of the guests are having a great time, add some cash machines so they'll spend more money! Take care of your peeps and they'll take care of you.

Fig. 2-5. What was once a simple amusement park is now an entertainment resort.

Making Big Expansions

After you've tweaked your park where it is turning a steady profit, the time is right to consider buying more land or adding a few big ticket items. This is where loans come in handy.

Take Out a Loan

Avoid taking out a loan just to cover your monthly expenses. Only consider a loan for big expansions you *know* park guests will want. Finally, make sure your current profits can cover the monthly loan payments and running costs of the new attraction.

Purchase Land and Prepare Terrain

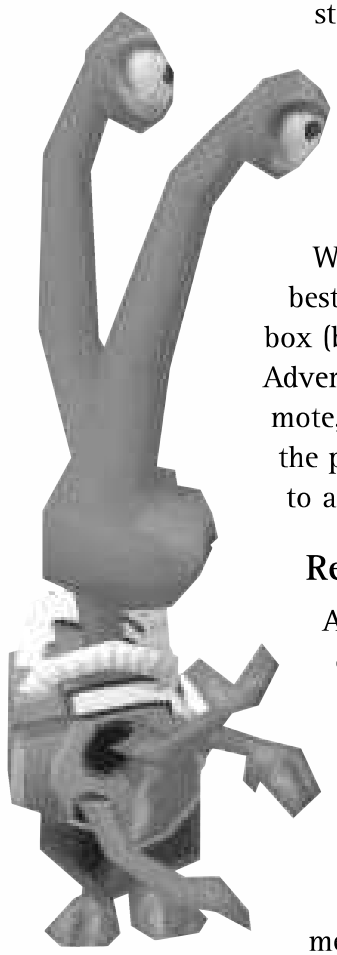
After you have secured your loan (by using the loans section of the Financial Management dialog box), look at the area where you want to expand. If you don't currently own the land, you have to either buy it or lease the building rights to it. Not all the scenarios offer land that is for sale, and this is where leasing the building

rights comes in. It's very important to understand the difference between buying land and leasing building rights. On land that you can buy, you can reshape the terrain (unless the scenario restricts it), change the foliage, and build any structure you want on it. On land where you have leased the building rights, you are prohibited from reshaping the terrain, changing its foliage, and building anything except raised tracks and walkways.

tip

When conducting any extensive changes to your park, pause the game so you don't miss important matters needing your attention elsewhere!

If your expansion involves adding shops, paths, flat rides, or loading stations for track rides, you also need to consider flattening the terrain and removing any trees and plants that are in the way. The best way to prepare land in this situation is to use the Flatten Land for Attractions tool found by clicking the Terrain Tools button. This tool allows you to raise or lower the terrain in ways so that you can easily build ramps, stairs, or elevators to reach it. Remove any plants by using the Delete button.



Now you're ready to expand and give your guests more rides, shops, and scenery. This is where the depth of the game really shows through. There are literally hundreds of objects to inspire your creative juices.

Advertise Your New Expansion

With your expansion complete, you now want park guests to know about it. And the best way to do that is to run an advertising campaign. Open the Park Operations dialog box (by clicking on the Park Management button, and then Park Operations) and go to the Advertising Campaigns page. Choose what kind of campaign to run, what attraction to promote, and how long the campaign will run. Soon guests arrive to see how you've improved the park and hopefully spend their cash there. If the improvements you've made will appeal to a certain age group, make sure to pick an ad campaign that informs peeps of that age.

Research

Another way to improve your park is to spend your cash on increasing the assortment of attractions, scenery, and shops, as well as more of what may be sold in your shops. Do this through research. Open the Research dialog by clicking on the Park Management button, then on the Research button. Lots of things can be researched and not all scenarios offer the same kinds of research results. Simply click on what categories you want to research, and select the amount of cash you want to spend each month. The game automatically starts the process.

When a new object becomes available, the game displays a message in the message console (the pull-down window in the dashboard). Only spend your cash

researching the objects you need to meet scenario objectives. Use the research sliders to determine what category receives research priority.

Fig. 2-6. Even **RollerCoaster Tycoon** parks need tidying up.

Awards

Now that you've got your amusement park running smoothly, you may begin to notice your park being rewarded for your use of scenery, general safety, tidiness, reliability of your rides, and so on. Often, these awards are also accompanied by a cash award.

Managing Your Staff

Don't forget that as you improve and expand your amusement park you need more staff to take care of it. Hire an adequate number of staff members, assign tasks to each, and define what attractions and areas they each patrol. Whenever you place a new ride or shop, assign a mechanic to inspect it, a janitor to clean it, a security guard to monitor behavior of peeps that visit it, and an entertainer to attract peeps to it and keep them entertained as they wait in line. Also, look into giving your staff extra training or a pay adjustment to increase their effectiveness.

If you've hired enough staff, properly assigned them to all areas of your park, and given them adequate training, your park's productivity and reliability will skyrocket. And peeps will have a lot more fun and spend more money!

Secret

SECRET ACCESS CODE NUMBER 1: 8987232

Here's the first access code for downloading one of the special objects from Prima's *Roller Coaster Tycoon 3* website *just for readers of this strategy guide*! It could be a new coaster, or a custom-created building, or even a whole new scenario—but nobody else has these special objects! Jot down these numbers in the spaces provided on page 318. Find instructions for using these codes there!

developer moment

JOE TAYLOR—Atari QA

"Fitting," I'd say, is the perfect term for our assignment to Frontier as on-site QA. From the flight into Heathrow until the landing back home, our lives would mimic the coasters and parks we would test and create (but without the cheats).

From our driving in the left lane on narrow roads, and trying to find the only laundromat within 30 miles (believe me, it was very important to find) to trying to find *any* food past 10 p.m. that wasn't out of a service station, managing our "finances," and trying to maintain the "peeps'" (as in "us") happiness, we ran the gauntlet and emerged victorious (meaning a bit thinner).

note

Veteran QA game-tester Joe Taylor was relocated to England, the homeland of *RollerCoaster Tycoon 3* developer, Frontier Developments, along with two other Atari QA expert testers. These courageous souls lived in a hotel room for several months in an unfamiliar country and worked countless hours to provide superior on-site testing. Here's Joe Taylor's recollection of being transplanted to an unfamiliar land with nothing but a passport and a suitcase to help make *RollerCoaster Tycoon 3* worthy of *RCT* enthusiasts and casual gamers alike. Joe?

Having to co-exist with a couple of people you're not used to (my fellows testers) for an extended period of time is not easy. Working with a good crew really helps maintain your sanity, and so does having separate hotel rooms.

Speaking of the hotel, we now suggest that anyone traveling abroad to visit a "new park" conduct extensive research on their hotel choices. Our hotel wasn't bad (we believe it was renovated stables), just not really equipped for long stays (i.e., no microwave and no refrigerator).

On the up side, the peeps in England are very nice and those at Frontier Development were especially great to work with. There's nothing quite like the look on the face of a scenario designer when they are watching you sell everything in "their masterpiece" scenario and finish the scenario in less than half an hour "because it's the fastest way to complete it."

Frontier were very open to our suggestions and were very much into fixing anything we could find. Over all, we learned a lot (like the proper way to order "two" pints), had some great times (I never would have thought these guys would dance), and met some excellent people (peeps in Cambridge rock).

I'd definitely ride this "ride" again, just don't tell my girlfriend.

Scenario Spoilers

caution

Skip this section if you enjoy the challenge of solving the scenarios in *RollerCoaster Tycoon* 3 without assistance. This chapter contains walkthroughs and solutions to finishing the game in the shortest amount of time. Don't say we didn't warn you!

note

Coasters marked "locked" in the list browser may be used only after you've completed all the Tycoon objectives for all the game's scenarios.

Take a moment to review all the key strategies mentioned in previous chapters and in the game's manual. Also, refer to Chapter 18: Reference Guide and Cheats; each shop and ride has a ticket price "sweet spot" (the highest price peeps will pay before they think it's too expensive), and these are listed in that chapter.

Calculating Park Rating

Throughout this chapter you will find references to the park rating. The range for this is 0–1,000. The formula used to calculate it is very complex:

The Formula

Park Rating =
((peeps * 150)/2,000)[max 150]
+ ((happy_peeps * 600)/peeps)[max 500]
- ((departed_peeps - 25) * 7)
+ ((total_ride_up_time/number_of_rides) * 2)
+ (total_ride_excitement * 10)/8 [max 100]
+ (total_ride_intensity * 10)/8 [max 100]
+ ((total_ride_excitement/number_of_rides) * 50/3.7)
+ ((total_ride_intensity/number_of_rides) * 50/5.2)
- (litter_older_than_4_min * 4)[max 600]
- (injured_peeps * 25)[penalty decays over time]
+ (30)[when VIPeep is satisfied - decays over time]

Keeping Your Park Rating High

Here's how to best keep your park rating high.

Attendance

Have as many peeps as you can get in the park. Attendance numbers greater than 2,000 have no effect. Keep five out of six peeps happy (keep their happiness level above 50 percent). Keep peeps in the park. Each departing guest after the first 25 departures costs you seven rating points.

Ride Ratings

Keep the average up time for all your rides as high as possible. Attain a total "excitement" rating of 800 for all your rides. Excitement can be raised by adding scenery and is lowered when a ride's nausea rating is too high. Attain a total "intensity" rating of 800 for all your rides. Keep the average ride's excitement at 3.7.

Litter

Avoid having litter on the ground for more that four minutes or else four points are deducted for each cluster of litter older than four minutes, this is deducted each minute; after litter is removed, four points are added in the same manner until all the penalty points have been recovered.

Safety and VIPeeps

Each peep injured in a coaster crash deducts 25, but this value is recovered over time. Each satisfied VIPeep awards 30 rating points, and this decays over time back to normal.

Scenario 1: Vanilla Hills

note

Park guests don't mind if there are multiple rides or shops of the same kind. If a particular ride or shop fits your park's needs, don't hesitate to add more than one of them if appropriate.

Starting Conditions for Vanilla Hills

This park is the starting point on your meteoric—or not—rise to Tycoon status. Can you transform this dull-as-dirt plot into the talk of the town? Your rating—Apprentice, Entrepreneur, or Tycoon—depends on it!

Apprentice Objectives

- Reach park guest attendance of 400
- Reach a park value of $20,000
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Reach park guest attendance of 500
- Reach a park value of $60,000
- Reward for completing objectives: Large cash bonus

Tycoon Objectives

- Reach park guest attendance of 600
- Reach a park value of $100,000
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Mountain, mostly temperate
Map Size	90 x 90
Guests	306 in park, $40 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$100 per square
Land Easement Price	$50 per square
Cash	$10,000
Maximum Loan	$20,000
Park Hours	10 a.m.–6:30 p.m.
Rating	804
Loan and Interest Rate	$5,000 at 3.9 percent
Park Value	$14,053.10
Weather Conditions	62 degrees F, partly cloudy
Date and Time	1 March, 10:45 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
	Janitor 1, $35 Weekly Salary, Level 0 Training, Duties: Sweep, Water, Empty Trash Bins
	Mechanic 1, $55 Weekly Salary, Level 1 Training, Duties: Inspect, Repair
Rides	High Flier (coaster): Open, $2.50 ticket price, 89 percent reliability, 0 percent down time
	Tumbler: Open, $2 ticket price, 86 percent reliability, 0 percent downtime
Shops	None
Facilities	None
Awards Available	Best Reliability: $300 bonus
	Best Water Rides: $200 bonus
	Best Roller Coasters: $300 bonus
	Best Toilets: $200 bonus
	Best Staff: $200 bonus
	Safest Park: $500 bonus
	Most Beautiful: $600 bonus
	Most Disappointing: $500 penalty
	Most Thrilling: $500 bonus
	Best Food: $100 bonus
Rides Available	Coasters: Compact Inverted Coaster, Junior Coaster, Suspended Swinging Coaster
	Junior Rides: Merry-Go-Round
	Thrill Rides: Chair Swing, Enterprise, Sky Sling, Top Spin
	Gentle Rides: Dodgems, Crazy Golf
	Transport Rides: Monorail
	Other Rides: Cheshire Cats
Food Shops Available	Burgers, Ice Cream
Drinks Shops Available	Drinks
Souvenir Shops Available	Balloons
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: All Generic
	Fences: All Generic
	Structures: All Generic
	Path Extras: All Generic

Scenario Stats (cont.)

Scenery Available (cont.)	Statues and Props: All Generic		Gentle Rides: 3D Cinema, Circus, Crooked House
	Queues: Generic		Transport Rides: Chairlift, Mini Railway
	Paths: Asphalt, Crazy Paving, Leaf, Ornate		Other Rides: Monster Trucks
Objects Unlocked by Research	Coasters: Corkscrew Coaster, Dingy Slide, Laydown Coaster, Wooden Coaster, Virginia Reel		Shops and Facilities: Accessories, Chicken, Coffee, Hot Cocoa, Hot Dogs, Souvenirs, Umbrellas
	Thrill Rides: Double Swinging Inverter, Launched Free Fall, Motion Simulator, Revolution, Zipper		Scenery: Oil Derrick ride event, Tarmac footpaths
		Limits and Conditions	Entrance fee may not be adjusted

note

DID YOU NOTICE? The names of the vendors are the names of people who worked on the game and are listed in the credits!

Solutions for Vanilla Hills

Apprentice

Getting 400 guests is not as hard as you might think because you have more than 300 guests at the start. There are two ways to get guests in the park fast: launch an ad campaign and set the price of everything to their ideal prices (see Chapter 18: Reference Guide and Cheats for these prices). Fire your janitor: You've got no food or drinks stands and, thus, no source of litter. Also, reduce research for all categories except for rides. As you wait for the guests to arrive, max out your loan. Then purchase the Fear Slinger (one of the compact inverted coasters) and drop it in the park. This will raise your park value beyond the goal, but you have to keep the ride in the park until the end of the month for its value to be added to your park's value. As soon as you see the objective check mark next to the objective's description, sell the Fear Slinger and pay off the loan so you don't incur any more interest payments.

Entrepreneur

Continue with the ad campaigns to keep the guests coming in and crank up the loan and again buy the Fear Slinger. Hire one mechanic, add several high-capacity thrill rides, and then set their ticket prices to their ideal

levels to kick-start income. Don't add any food or drink because you'll have to hire a janitor to clean up after the peeps and right now your peeps aren't that hungry. Build all your new rides close to the paths already in the park to reduce expenses for building new paths. With several new rides generating income, pay the loan down every time you can. When you have enough of the loan paid down, max it out again and buy another Fear Slinger. Repeat this a couple times, and then clear out areas of the park to make room for all the new rides. You may want to hire another mechanic and assign him to inspect the rides you added earlier and also consider adding a toilet. It may be tempting to buy land to add new rides, but you'll find it cheaper to add paths and build up. By now your park value should be over the top after placing a handful of big-ticket coasters.

Tycoon

The park value goal is a bit steep, so roll up your sleeves. Keep the ad campaigns going to keep your park attendance growing. Build more thrill rides and set the ticket prices to their sweet spots, paying down your loan as the cash comes in. Drop in an ATM or two. If your park attendance reaches the goal before your park value does, experiment a little, placing a path sign near the park entrance and enabling its no entry setting. By now you will be running out of room, so build up a lot of cash using the ideal ticket price strategy and buy enough land to build a few more coasters. Wait a little for the peeps to continue filling your cash reserves, and when you have enough cash, buy two or three more coasters. At the end of the month, you're done!

Scenario 2: Goldrush!

Starting Conditions for Goldrush!

Now's your chance to hit pay-dirt by using this unstable, abandoned mining land to showcase low-rise coasters—but over time your coasters must start to make up in adrenaline what they lack in height to keep your claim staked with the visitors.

Apprentice Objectives

- Reach a monthly ride income of $300
- Add 2 coasters, each with a minimum excitement level of 3
- Add 2 coasters, each with a minimum length of 1,000.66 feet
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Repay loan so the balance is $0.00
- Reach a monthly ride income of $500
  Reward for completing objectives: Research is completed twice as fast.

Tycoon Objectives

- Add 3 coasters, each with a minimum excitement level of 4
- Add 3 coasters, each with a minimum length of 1,213.91 feet
- Reach a monthly ride income of $700
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Desert, arid and warm
Map Size	90 x 90
Guests	225 in park, $40 average cash per guest upon entry, 50 percent happiness upon entry, 15 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$25 per square
Land Easement Price	$40 per square
Cash	$12,000
Park Hours	9 a.m.–7 p.m.
Rating	695
Loan and Interest Rate	$1,000 at 10.9 percent
Maximum Loan	$5,000
Park Value	$24,083.20
Weather Conditions	80 degrees F, sunny
Date and Time	1 March, 9:10 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	Dynamite Danger: Closed, $2 ticket price, 87 percent reliability, 0 percent downtime
	Mine Shaft Screamer: Closed, $2 ticket price, 71 percent reliability, 0 percent downtime
	Mining Mission (coaster): Closed, $6.50 ticket price, 68 percent reliability, 0 percent downtime
Shops	None
Facilities	None
Awards Available	Worst Reliability: $500 penalty
	Best Reliability: $500 bonus

Scenario Stats (cont.)

Awards Available (cont.)	Best Roller Coasters: $800 bonus
	Safest Park: $800 bonus
	Most Thrilling: $700 bonus
	Best Value: $900 bonus
Rides Available	Coasters: Giga Coaster, Heartline Coaster, Hyper Coaster, Inverted Coaster, Inverted Shuttle Coaster, Spinning Wild Mouse, Suspended Swinging Coaster, Mine Train Coaster, Mini Coaster
	Junior Rides: Buffalo Roundabout, Spiral Slide
	Thrill Rides: Bucking Bull, Mine Drop Ride, Rotovator, TNT Vortex
	Gentle Rides: Western Wheel, Wild West Show
	Transport Rides: Mini Railway
Food Shops Available	Steakhouse
Drinks Shops Available	Lemonade
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Souvenir Shops Available	Indian Feathers, Western Hats
Scenery Available	Generic: Photo Spot
	Western: All
	Queues: Generic, Western
	Paths: Asphalt, Dirt Track
Objects Unlocked by Research	Coasters: Corkscrew Coaster, Floorless Roller Coaster, Hyper Twister Coaster, Log Flume, Mine Ride, Stand-Up Twister Coaster, Wooden Coaster
	Thrill Rides: Lasso, Twister
	Transport Rides: Suspended Monorail
	Other Rides: Steeple Chase
	Shops and Facilities: Bison Burgers, Balloons, Beanie Hats, Cotton Candy, Cookies, Drinks, Golden Nugget Candy, Hot Dogs, Pretzels, Raccoon Hats, Root Beer, Sheriff Balloons, Stripy T-Shirts, Toffee Apples, Umbrellas
	Scenery: Banner sign, Disaster Rockslide ride event
Limits and Conditions	Entrance fee may not be adjusted
	Marketing campaigns not available
	Paths may not be constructed higher than 50 feet

Solutions for Goldrush!

note

DID YOU NOTICE?: You can pop a balloon a guest has purchased by clicking on it!

Apprentice

With the game paused, survey the land to see what you own. Buy one Dropper hyper coaster and carefully place it in the park. If you can't find a spot on the ground to add the coaster, hold Shift and drag the pointer up to build it above the ground. Set the ticket price for the Mining Mission coaster (already in your park) to $5.40. Add several thrill rides close together and set their ticket prices to their ideal prices. While the income starts pouring in, pay down the loan—you don't want the interest payments reducing your reserves. Peeps are also a little hungry by this time, so make sure there's a food shop or two in the park. Hire a mechanic and set his patrol areas to the rides you've recently added to keep things running. Soon, you'll meet the income objective.

Entrepreneur

If you followed the advice in the previous section regarding ideal ticket prices, you're well on your way to having the loan paid off and your income should be near the required goal. Spend research cash just on thrill rides. And if you have raised enough cash, put down several new thrill rides to keep the peeps spending money. It won't be long now until the income requirement is met.

Tycoon

Now, max out your loan and then add one more Dropper; you may need to build above the ground as you did before. Then, buy as many new rides as you can afford. Wait for income from all the rides to put your park over the top.

Scenario 3: Checkered Flag!

Starting Conditions for Checkered Flag

Formula RCT has made a pit-stop in town! It's not going to be easy taking this crowd for a joyride, but put the pedal to the metal and go for spin anyhow. Don't forget to buckle up!

Apprentice Objectives

- Host VIPeep, Clint Bushton, who wants to ride 1 coaster with an excitement rating of at least 4. Any rides visited must have medium intensity and medium-low nausea. First arrival 16 May and will visit each 2 months until satisfied. Will remain in park 1 month per visit.
- Reach a monthly profit from shops of $100
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Host VIPeep, Clint Bushton, who wants to ride 1 coaster with an excitement rating of at least 5. Any rides visited must have medium intensity and medium-low nausea. First arrival 25 July and will visit each 3 months until satisfied. Will remain in park 1 month per visit.
- Reach a monthly profit from shops of $150
- Reward for completing objectives: Research is completed twice as fast

Tycoon Objectives

- Host VIPeep, Clint Bushton, who wants to ride 1 coaster with an excitement rating of at least 6. Any rides visited must have medium intensity and medium-low nausea. First arrival 13 March and will visit each 4 months until satisfied. Will remain in park 1 month per visit.
- Reach a monthly profit from shops of $200
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Desert, arid and warm
Map Size	90 x 90
Guests	386 in park, $20 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$50,000
Park Hour	10 a.m.–6 p.m.
Rating	686
Loan and Interest Rate	Loans are not permitted
Maximum Loan	Loans are not permitted
Park Value	$14,255.10
Weather Conditions	62 degrees F, cloudy
Date and Time	1 March, 11 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	Formula RCT 1: Open, $2.50 ticket price, 83 percent reliability, 9 percent downtime
	Formula RCT 2: Open, $3 ticket price, 69 percent reliability, 0 percent downtime
Shops	None
Facilities	None
Awards Available	Worst Reliability: No penalty
	Best Reliability: No bonus
	Best Roller Coasters: No bonus
	Best Staff: No bonus
	Safest Park: No bonus
	Most Disappointment: No penalty
	Most Thrilling: No bonus
Rides Available	Coasters: Hyper Twister Coaster, Inverted Coaster, Inverted Vertical Coaster, Laydown Coaster, Mine Train Coaster, Mini Coaster, Side Friction Coaster, Spinning Wild Mouse, River Rapids, Tilt Coaster
	Junior Rides: Buffalo Roundabout
	Thrill Rides: Roundup Ride
	Gentle Rides: Trampoline, Western Wheel
	Other Rides: Go-Karts, Vintage Cars
Food Shops Available	Bison Burgers
Drinks Shops Available	Root Beer
Facilities Available	ATM Cash Machine, First Aid, Information, Toilets
Souvenir Shops Available	Sheriff Balloons, Western Hats

Scenario Stats (cont.)

Scenery Available	Foliage: Generic block wall, photo spot, all Western
	Fences: All Western
	Structures: All Western
	Path Extras: All Western
	Statues and Props: All Western
	Ride Events: All Western
	Queues: Generic, Western
	Paths: Asphalt, Dirt Track
Objects Unlocked by Research	Coasters: Air Powered Vertical Coaster, Mine Ride, Spinning Wild Mouse, Spiral Coaster, Rafts
	Thrill Rides: Bucking Bull, Lasso, Mine Drop Ride, Rotovator, Rotodrop, TNT Vortex
	Gentle Rides: Wild West Show
	Other Rides: Car, Cheshire Cat, Double Deck Observation Tower, Monster Trucks, Motorbike Racers
	Shops and Facilities: Accessories, Burgers, Coffee, Golden Nugget Candy, Ice Cream, Indian Feathers, Novelty T-Shirts, Pretzels, Raccoon Hats, Sandwiches, Steakhouse, Umbrellas
	Scenery: Banner sign
	Ride Events: Danger Canyon
Limits and Conditions	Entrance fee may not be adjusted
	Randomized breakdowns and choosier peeps make accomplishing objectives more difficult

note

DID YOU NOTICE?: If you change the height of terrain as peeps are walking on it, they become dizzy!

Solutions for Checkered Flag

Apprentice

You've got lots of cash to begin with, but don't squander it! Start out by buying two Gauntlet inverted coasters. Also, start a marketing campaign to keep attendance growing and consider focusing research on just shops so more shops will be added to the list browser. Add several shops along the path near the park's entrance and set prices to their ideal levels. Peeps are not very hungry or thirsty in this scenario, so look at adding lots of other shops. Add one toilet to the park. Hire three mechanics, one assigned to the go-carts, one to patrol the newly added shops, and one for the new coasters. Hire one janitor and assign him to work paths near any food or drinks shops in your park. Add a few trash bins to keep the janitors from feeling overworked. Assign the VIPeep's waypoints to include one of the Gauntlet coasters and then fast-forward until your income and VIPeep objectives have been met. If the income goal has been met at the end of the month, move into the passing lane!

Entrepreneur

If you followed the steps listed in the previous paragraph, the income should be good, but to set the stage for meeting the Tycoon goals, add as many more souvenir shops as you can afford and hire the mechanics and janitors to patrol them. Take out a new ad campaign to keep the peeps arriving. If the income goal has been met, your sole remaining task should be to set the VIPeep's waypoints to include both Gauntlets. Then set the game to run in fast-forward until the visitor finishes his visit.

Tycoon

Set the waypoints for the VIPeep's next visit to just one of the Gauntlets and add any newly researched shops. Use more ad campaigns to keep the peeps coming in so they'll spend their cash in your park. Your park should be a money-maker by now!

Scenario 4: Box Office

Starting Conditions for Box Office

A movie studio has cast you in the role of superhero—not for a movie, but for the daunting task of updating its aging back-lot park without ruining its pedigreed heritage. You're the producer, the director, and the star of the show. Can you deliver the blockbuster the studio wants?

Apprentice Objectives

- Host VIPeep, Cami O, who wants to visit an area of your park with low amounts of litter. Any rides visited must have medium intensity and medium-low nausea. First arrival 7 May and will visit each 2 months until satisfied. Will remain in park 1 month per visit.
- Sustain park rating of at least 300 for a minimum of 1 month
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Host VIPeep, Cami O, who wants to visit any ride of medium reliability. Rides visited must have medium intensity and medium-low nausea. First arrival 19 July and will visit each 3 months until satisfied. Will remain in park 1 month per visit.
- Sustain park rating of at least 500 for a minimum of 2 months
- Reach a monthly profit from shops of $100
- Reward for completing objectives: Maximum loan amount is doubled

Tycoon Objectives

- Host VIPeep, Cami O, who wants to wants to ride 1 coaster with an excitement rating of at least 7. Any rides visited must have medium intensity and medium-low nausea. First arrival 8 October and will visit each 4 months until satisfied. Will remain in park 1 month per visit.
- Sustain park rating of at least 700 for a minimum of 3 months
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Mountain, mostly temperate
Map Size	100 x 80
Guests	228 in park, $30 average cash per guest upon entry, 80 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$5,000
Park Hours	8:30 a.m.–7:30 p.m.
Rating	793
Loan and Interest Rate	None at 7.9 percent
Maximum Loan	$5,000
Park Value	$8,592.20
Weather Conditions	62 degrees F, partly cloudy
Date and Time	1 March, 9:15 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	Studio Tour: Open, $3 ticket price, 78 percent reliability, 0 percent downtime
Shops	Bison Burgers: Open, sells hamburgers at $1.50 each
	Root Beer: Open, sells blueberry juice at $1.20
	Steakhouse: Open, sells steak in a bun at $1.70
Facilities	None
Awards Available	Best Adventure Scenery: $400 bonus

Scenario Stats (cont.)

Awards Available (cont.)	Best Western Scenery: $400 bonus
	Best Sci-Fi Scenery: $400 bonus
	Safest Park: $800 bonus
	Worst Food: $400 penalty
	Best Food: $400 bonus
	Best Value: $700 bonus
	Worst Value: $700 penalty
Rides Available	Coasters: Floorless Roller Coaster, Giga Coaster, Inverted Coaster, Reverse Free Fall Coaster, Virginia Reel
	Junior Rides: Spiral Slide
	Thrill Rides: Motion Simulator, Swinging Inverted Ship, TNT Vortex, Top Spin, Rotor
	Gentle Rides: Crooked House
	Transport Rides: Monorail
	Other Rides: Car, Double Deck Observation Tower
Food Shops Available	Bison Burgers, Burgers, Steakhouse
Drinks Shops Available	Root Beer, Lemonade
Souvenir Shops Available	Balloons
Facilities Available	ATM Cash Machine, First Aid, Information, Toilets
Scenery Available	Foliage: All Adventure, all Generic, all Sci-Fi, Spooky Ghostly Birch, all Western
	Fences: All except Spooky
	Structures: All except Spooky
	Path Extras: All except Spooky
	Statues and Props: All except Spooky and banner sign
	Ride Events: All except Spooky
	Queues: Adventure, Generic
	Paths: Asphalt, Dirt Track, Leaf, Steel
Objects Unlocked by Research	Coasters: Corkscrew Coaster, Dingy Slide, Mini Suspended Coaster, Pipeline Coaster, Splash Boats, Stand-Up Coaster, Stand-Up Twister Coaster, Strata Coaster, Water Coaster
	Junior Rides: Buffalo Roundabout, Floundering Ferry
	Thrill Rides: Bucking Bull, Double Swinging Inverter, Enterprise, Flying Carpet, Gravitron, Phoenix Twister, Pirate Ship, Sky Sling, Sky

Scenario Stats (cont.)

Objects Unlocked by Research (cont.)	Wheel, Top Spinner		Balloons, Cutlasses, Drinks, Golden Nugget Candy, Ice Cream, Moorish Kebabs, Parrot Balloons, Pirate Hats, Pizzeria, Souvenirs, Space Hats, Space Shakes, Stripy T-Shirts, Umbrellas, Western Hats
	Gentle Rides: 3D Cinema, Crazy Golf		
	Transport Rides: Chairlift, Trams		
	Other Rides: Mini Helicopters, Soapbox Derby Racers, Squeaky Motorcycles		
	Shops and Facilities: Accessories, Coffee, Cookies, Cotton Candy, Crocodile		Scenery: Banner sign
		Limits and Conditions	Entrance fee may not be adjusted

note

DID YOU NOTICE?: You can tickle a peep by repeatedly clicking on him or her!

Solutions for Box Office

Apprentice

Good news! Your starting loan balance is zero, so max it out right away. Hire several janitors to clean up the litter already in the park and close food and drinks shops so no more litter appears. Your park is well on its way to meeting the required park rating, so follow the steps outlined at the beginning of the chapter to boost park rating. Cami O is coming to visit and will leave if litter is a problem! If you add any other non-food shops to get income moving forward, set prices to their sweet spot. Set up a path for Cami O to ride the Studio Tour tram ride and then exit right to the park entrance; that should keep her busy until it's time to leave.

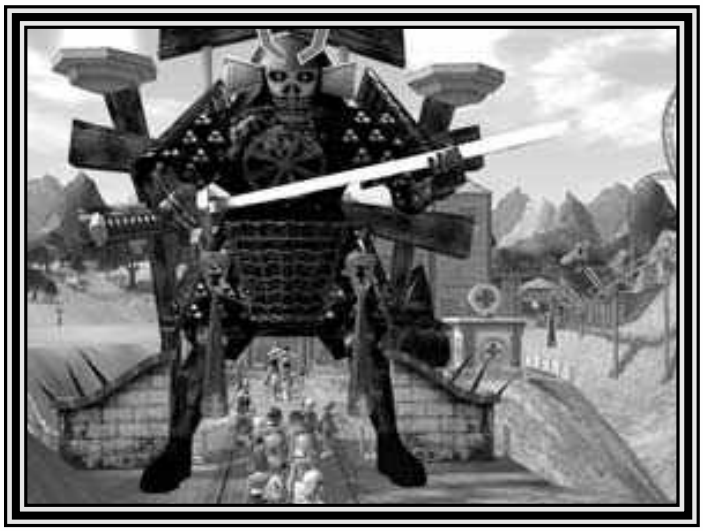
Entrepreneur

Your park rating still needs a boost to reach the target, so follow the steps outlined at the beginning of this chapter. Cami O is back, and she doesn't like breakdowns! Hire a couple of mechanics to cover all the shops and rides you may have added, especially the Studio Tour tram. Set the inspection rate of all rides to 10 minutes apart. Open all the shops you closed before, and then buy several more shops and place them in your park near where the peeps are located. Place plenty of trash bins near the food and drinks shops, and hire a few janitors to patrol the areas near the shops. If you add some park benches in an effort to boost your park rating, hire security guards to patrol them to prevent vandalism. Now set Cami O's waypoints to include the Studio Tour tram ride again to meet the VIP objective, and then wait for time to pass so your park rating stays at 500 for two months.

Tycoon

It's inspection time again, and now Cami O wants a thrill ride. The problem is, the cheapest pre-built coaster with an excitement level above 7 is an inverted coaster, Danglefeet, and it's very big—there's no place in the

park the coaster will fit. Pause the game, because you're going to perform some landscaping. First, delete the Danger Canyon ride event, the use the Delete Objects button to clear out all the trees and paths nearby. Open the terrain tools and use the one that flattens the area for rides and paths. After you have enough cash to buy the Danglefeet, click to a build it and carefully place it over some of the buildings near the area you just cleared—when the coaster turns blue, click to drop it. (You may need to hold Shift to raise the coaster high enough before placing it in the park.) Next, build paths to the Danglefeet's entrance and exit, and then define Cami O's path from the park entrance to the entrance of the Danglefeet, and then back to the park entrance again. Now, un-pause the game and keep the park rating floating above 700 for three months using the steps outlined at the beginning of the chapter.



Scenario 5: Fright Night

Starting Conditions for Fright Night

Forget about haunted houses and costumed characters, because cheap thrills just don't scare the teens in this town. You'll need to give them something they can really scream about—like roller coasters that would scare the hair off a werewolf.

Apprentice Objectives

- Add 2 coasters, each with a minimum excitement level of 5
- Add 2 coasters, each with a minimum length of 524.93 feet
- Reach a monthly ride income of $200
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Add 2 coasters, each with a minimum excitement level of 6
- Add 2 coasters, each with a minimum length of 1,017.06 feet
- Repay loan so the balance is $0.00
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

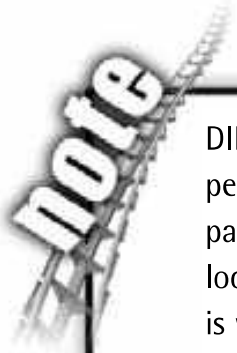
- Add 2 coasters, each with a minimum excitement level of 7
- Add 2 coasters, each with a minimum length of 1,509.19 feet
- Reach a monthly ride income of $600
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Spooky Mountains, cold and rainy
Map Size	90 x 90
Guests	375 in park, $30 average cash per guest upon entry, 50 percent happiness upon entry, 15 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000
Park Hours	1 p.m.–2 a.m.
Rating	672
Loan and Interest Rate	$1,000 at 9.9 percent
Maximum Loan	$5,000
Park Value	$29,326.70
Weather Conditions	62 degrees F, partly cloudy
Date and Time	1 March, 2 p.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	House of Damnation: Open, $2 ticket price, 85 percent reliability, 13 percent downtime
	Skull Swinger: Open, $1 ticket price, 77 percent reliability, 13 percent downtime
	Winged Rat (coaster): Open, $5.50 ticket price, 49 percent reliability, 0 percent down time
Shops	None
Facilities	Toilets: Open (free)
Awards Available	Best Spooky Scenery: $1,000 bonus
	Best Roller Coasters: $1,000 bonus
	Most Disappointing: $800 penalty
	Most Thrilling: $1,000 bonus
Rides Available	Coasters: Inverted Impulse Coaster, Inverted Wild Mouse, Laydown Roller Coaster, Suspended Swinging Coaster, Wild Mouse Coaster
	Thrill Rides: Gallows Swing, Spider Top Spinner
	Gentle Rides: Ghost House, Spooky Wheel
	Transport Rides: Elevators, Trams
	Other Rides: Ghost Train
Food Shops Available	Hot Dogs
Drinks Shops Available	Spooky Shakes
Souvenir Shops Available	Witches' Hats
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: Adventure shrubs, all Spooky
	Fences: All Spooky
	Structures: All Spooky, some Western
	Path Extras: Photo spot, all Spooky
	Statues and Props: All Spooky
	Queues: Generic, Spooky
	Paths: Asphalt, Marble, Steel
Objects Unlocked by Research	Coasters: Floorless Roller Coaster, Flying Turns, Giga

Scenario Stats (cont.)

Objects Unlocked by Research (cont.)	Coaster, LIM-Launched Coaster, Multi Dimensional Coaster, Reverse Free Fall Coaster, Vertical Drop Coaster, Virginia Reel		Other Rides: Haunted Hotel, Squeaky Motorcycles, Vintage Cars
	Junior Rides: Monster Ride, Spiral Slide		Shops: Beanie Hats, Chicken, Coffee, Cookies, Pumpkin Pies, Spooky Hats, Spooky Jokes, Umbrellas
	Thrill Rides: Twister, Zipper		Scenery: Banner sign
	Gentle Rides: Mirror Maze	**Limits and Conditions**	Entrance fee may not be adjusted



DID YOU NOTICE?: If you click on a peep and keep his or her control panel open, the peep will stop and look around, wondering if someone is watching him or her!

Solutions for Fright Night

The first four scenarios were a walk in the park (pun intended), but now the challenge of the game is kicked up a notch.

Apprentice

If you've learned the fine skill of setting prices to their sweet spots, you can get positive cash flow pretty quickly by adding plenty of rides and some shops. You may even liquidate the coaster already in the park for some fast cash. The pre-built coaster that is available, the Whirlpool, meets the coaster objective for not only Apprentice, but also Entrepreneur and Tycoon, so you may as well start saving to buy two of these big-ticket coasters now! After you have the cash to add both Whirlpools, take out an ad campaign to give away free tickets to each coaster to draw in the crowds. Add more rides near your coasters' exits to draw peeps into more rides. When your ride income reaches the objective's goal, move up to the next level of consciousness.

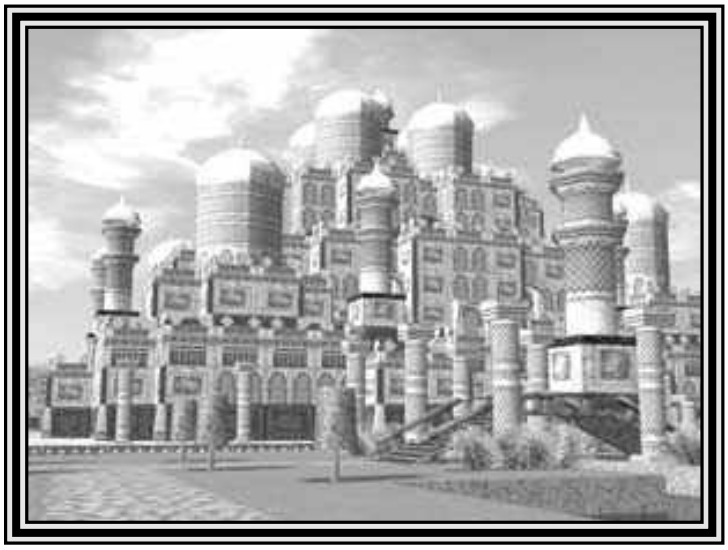
Entrepreneur

The two Whirlpools you purchased for the Apprentice level should take care of the coaster requirements for this objective, but now start more ad campaigns to boost attendance and raise the cash to pay off your $3,000 loan. Make sure you have adequate staff to keep rides and shops running smoothly and the park squeaky clean.

Tycoon

Your investment in the two Whirlpools from the Apprentice level was a great bargain, because after the first month of working toward the Tycoon objectives, the coaster requirements are already met. If attendance is flagging, repeat some marketing campaigns. Focus now on raising ride income by setting tickets at their ideal settings and wait.

Scenario 6: Go with the Flow



Starting Conditions for Go with the Flow

Now it's time to cool off. Put your park-building skills to work in this watery wonderland to create a park worthy of its spectacular setting, and one that can soak up as much cash from your guests as possible. It's sink or swim!

Apprentice Objectives

- Sustain park value of at least $15,000 for minimum of 1 month
- Reach a monthly ride income of $100
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Sustain park value of at least $30,000 for minimum of 2 months
- Reach a monthly ride income of $200
- Reward for completing objectives: Small cash bonus.

Tycoon Objectives

- Sustain park value of at least $45,000 for minimum of 3 months
- Reach a monthly ride income of $300
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Hilly area: sunny and temperate
Map Size	99 x 119
Guests	211 in park, $40 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$15,000
Park Hours	7:30 a.m.–8:30 p.m.
Rating	689
Loan and Interest Rate	$4,000 at 5.9 percent
Maximum Loan	$20,000
Park Value	$633
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 9:30 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	None
Shops	None
Facilities	None
Awards Available	Best Water Rides: $1,000 bonus
	Most Beautiful: $500 bonus
	Best Food: $200 bonus
	Most Untidy Park: $300 penalty
	Tidiest Park: $300 bonus
Rides Available	Coasters: Dingy Slide, Log Flume, Mini Coaster, Rafts, Tilt Coaster, Water Coaster
	Junior Rides: Odyssey Ride, Snake Helter-Skelter, Merry-Go-Round
	Thrill Rides: Sky Wheel, Top Spin
	Water Rides: Canoes, Rowboats, Water Tricycles
	Gentle Rides: Ferris Wheel
	Other Rides: Steeple Chase
Food Shops Available	Moorish Kebabs
Drinks Shops Available	Drinks
Souvenir Shops Available	Balloons
Facilities Available	First Aid, Information, Toilets
Scenery Available	Foliage: All Adventure, all Generic
	Fences: All Adventure, all Generic
	Structures: All Adventure, all Generic
	Path Extras: All Adventure, all Generic except banner sign

Scenario Stats (cont.)

Scenery Available (cont.)	Statues and Props: All Adventure, all Generic		Gentle Rides: Kara Oki Concert, Crazy Golf, Trampoline
	Queues: Adventure, Generic		Transport Rides: Chairlift, Trams
	Paths: Asphalt, Crazy Paving, Ornate, Marble		Other Rides: Observation Tower, Soapbox Derby Racers, Squeaky Mororcycles
Objects Unlocked by Research	Coasters: Air Powered Vertical Coaster, Corkscrew Coaster, Hyper Twister Coaster, Inverted Coaster, Junior Coaster, Laydown Roller Coaster, Pipeline Coaster, River Rapids, Splash Boats, Vertical Drop Coaster		Shops: Accessories, Burgers, Chicken, Coffee, Coconut Drinks, Crocodile Balloons, Cutlasses, Hot Cocoa, Ice Cream, Parrot Balloons, Pirate Hats, Turkish Delights, Souvenirs
	Thrill Rides: Chair Swing, Double Swinging Inverter, Flying Carpet, Phoenix Twister, Pirate Ship, Roundup Ride, Rotodrop, Zipper		Scenery: Banner sign
			Ride Events: Shark Attack
	Water Rides: Bumper Boats, Jet Skis, Mini Subs, Swan Boats	**Limits and Conditions**	Entrance fee may not be adjusted
			Terrain may not be modified

note

DID YOU NOTICE?: Often when you complete an objective, the peeps cheer for you and sometimes release their balloons!

Solutions for Go with the Flow

Apprentice

Pause the game and then max out your loan, bringing your cash to $31,000. Focus your research funds on coasters and thrill rides; as soon as a big ticket coaster has been made available from research, add it to the park. Add enough water rides to fill all the ponds in the park. Keep adding rides and shops until you reach reach objective's goal. Now set the prices of all the shops and rides to their ideal levels and take out a few marketing campaigns to bring in the crowds. Make

sure you arrange the rides closely together to make good use of the space. Un-pause the game and if you did all of this right, a month or two will go by and you're off to the next level.

Entrepreneur

With research clipping along as a result of your actions in reaching the Apprentice objectives, new big-ticket coasters should be added to the list browser with greater frequency. Keep the ride income positive by keeping ticket prices at their ideal levels. With one or two additional coasters, the park value objective should be completed in no time! Don't forget to hire adequate staff. Cluster new rides together to keep peeps from getting bored. When research makes a new ride available, add it to the park.

Tycoon

With the Entrepreneur goals behind you, take a big breath and pause the game. Look at the sales histories for each item in your park, and also look at the opinions expressed by the peeps for each item. Replace anything that is a detriment to your park with something you know the peeps want. Double-check that each shop and ride in the park is inspected regularly by your mechanics. Have plenty of trash bins near the food shops and janitors assigned to empty each one. Now, un-pause the game and keep adding more to your park to increase its value bit by bit. If park attendance is lagging, take out another ad campaign.

Scenario 7: Broom Lake

Starting Conditions for Broom Lake

The CIA has tapped you to build an experimental, high-tech park on the grounds of formerly top-secret Broom Lake. You proved that you know your way around spooks, now the government's spooks expect to see a slick operation in action. They are dispatching a politician to inspect the site—don't let your country down.

Apprentice Objectives

- Reach park value of $15,000
- Host VIPeep, Clint Bushton. Any rides he visits must have medium-low reliability (or better), medium intensity, and low nausea. First arrival 3 May and will visit each 2 months until satisfied. Will remain in park 1 month per visit.
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Host VIPeep, Clint Bushton. Any rides he visits must have medium reliability (or better), medium intensity, and low nausea. First arrival 21 July and will visit each 3 months until satisfied. Will remain in park 1 month per visit.
- Repay loan so the balance is $0.00
- Reward for completing objectives: Large cash bonus

Tycoon Objectives

- Reach park value of $30,000
- Host VIPeep, Clint Bushton. Any rides he visits must have high reliability, medium intensity, and low nausea. First arrival 17 October and will visit each 4 months until satisfied. Will remain in park 1 month per visit.
- Reward for completing objectives: A new coaster design is available

Scenario Stats

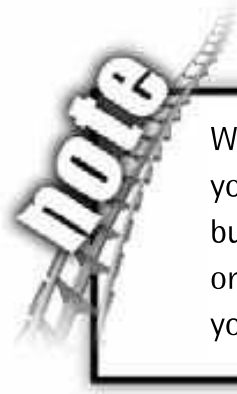
Setting and Climate	Desert, arid and warm
Map Size	96 x 128
Guests	80 in park, $70 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000
Park Hours	4 p.m.–3 a.m.
Rating	646
Loan and Interest Rate	$8,000 at 4.9 percent
Maximum Loan	$10,000
Park Value	$204
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 10:10 a.m.
Entrance Fee	None
Staff	Park Inspector
Rides	None
Shops	Novelty T-Shirts: Open, selling t-shirts at $2 each
	Rocket Boost Cantina: Open, selling rocket fuel drinks at $1.45 each
	Space Hats: Open, selling space bobbers at $1.20 each
Facilities	Information 1: Open, selling umbrellas at $2.50 each, kids' umbrellas at $2.00 each, and maps at $0.60
	Information 2: Open, selling umbrellas at $2.50 each, kids' umbrellas at $2.00 each, and maps at $0.60

Scenario Stats (cont.)

Facilities (cont.)	Toilets: Open (free)
	Umbrellas: Open, selling umbrellas at $2.50 each, kids' umbrellas at $2.00 each, and maps at $0.60
Awards Available	Best Sci-Fi Scenery: $300 bonus
	Worst Reliability: $500 penalty
	Best Reliability: $500 bonus
	Best Toilets: $200 bonus
	Best Staff: $490 bonus
	Most Untidy Park: $200 penalty
	Tidiest Park: $200 bonus
Rides Available	Coasters: Air Power Vertical Coaster, Bobsleigh, Compact Inverted Coasters, Flying Coasters, LIM-Launched Coasters
	Junior Rides: Flying Saucers
	Thrill Rides: Swinging Inverter Ship
	Gentle Rides: 3D Cinema, Laser Battle, Zero G Trampolines
	Transport Rides: Monorail
	Other Rides: Motorbike Racers
Food Shops Available	Cookies, Hot Dogs
Drinks Shops Available	Rocket Boost Cantina, Space Shakes
Souvenir Shops Available	Space Hats, Novelty T-Shirts
Facilities Available	Information, Toilets, Umbrellas
Scenery Available	Foliage: All Sci-Fi
	Fences: All Sci-Fi
	Structures: All Sci-Fi
	Path Extras: Photo spot, all Sci-Fi
	Statues and Props: Adventure Path Streetlamp, all Sci-Fi
	Queues: Generic, Sci-Fi
	Paths: Asphalt, Steel, Tarmac
Objects Unlocked by Research	Coasters: Inverted Hairpin Coaster, Inverted Vertical Shuttle, Floorless Roller Coaster, Junior Coaster, Looping Roller Coaster, Mini Coaster, Pipeline Coaster, Reverse Free Fall Coaster, Reverser Coaster
	Thrill Rides: Gravitron, Launched Free Fall, Sky Sling
	Gentle Rides: Planetarium, Space Arcade, Space Rings
	Transport Rides: Elevator, Suspended Monorail Trains
	Other Rides: Car, Double

Scenario Stats (cont.)

Deck Observation Tower			Toffee Apples, UFO Balloons
Shops: ATM Cash Machines, Beanie Hats, Cotton Candy, Coffee, First Aid, Pizzeria, Souvenirs, Stripy T-Shirts,			Scenery: Banner sign
			Ride Events: Erupting Volcano
		Limits and Conditions	None



When you delete an old coaster, you'll received its depreciated value, but you can delete an old coaster one track-piece at a time. If you do, you'll receive its full value!

Solutions for Broom Lake

Apprentice

First, set the patrol area for the VIPeep to visit an area of the park with nothing in it. While waiting for the VIPeep to arrive, focus research funds on rides but not coasters; the goal is to first add more rides to generate income. Begin by selling everything and maxing out your loans, bringing your cash to roughly $16,000. Spend a few hundred dollars flattening the land around the entrance to help reduce the cost of building shops and rides. Now, build non-food shops because the peeps aren't hungry or thirsty. Then add several flat rides and souvenir shops, set all prices to their ideal level and get your income moving in a positive direction. Pay down your loan as you get more cash so you reduce the monthly payments. When you have the loan balance at zero and a few thousand dollars saved, max out the loan and buy one of the big-ticket coasters; this should put your park value above the required amount.

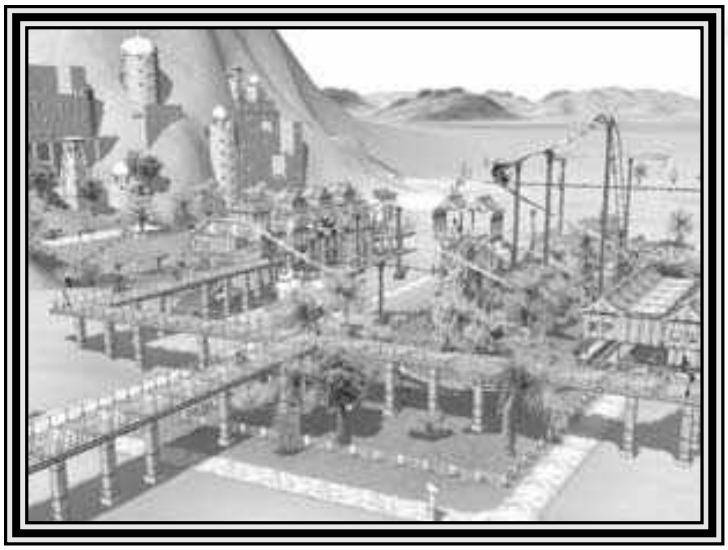
Entrepreneur

After the Apprentice goals have been accomplished, don't start adding anything new right away. Instead, pause the game and take some steps to ensure that you have enough mechanics to inspect all the rides and shops, and that they're inspected every 10 minutes. Add trash bins near the drinks and food shops and janitors to cover the areas nearby. Now, un-pause and start whittling away at the remaining loan. Use the same strategy for hosting the VIPeep as before and wait for his visit to end.

Tycoon

Completing the Entrepreneur objectives awards you some extra cash. Put that money right into adding another coaster. Add more thrill rides in order to keep peeps in the park and spending cash. Pause the game and check the sales histories for each ride and shop and take appropriate action to keep cash flow positive. Remember that you don't have to keep a ride or shop open to maintain its value to your park—consider closing the big-ticket items to reduce any drain on your income. Set the VIPeep path as you did for the Apprentice objective, un-pause the game, and build until the park value reaches the target. If peep attendance starts to drop off, reduce the park admission fee and take out an ad campaign.

Scenario 8: Valley of the Kings



Starting Conditions for Valley of the Kings

Egypt, the land of ancient intrigue, exotic spices, and gut-wrenching rides! That's right—you're trading in your camels for coasters in an attempt to lure wealthy tourists out of the city's bazaars and into your park.

Apprentice Objectives

- Sustain park attendance of at least 300 for a minimum of 1 month
- Reach a monthly income of $100
- Add 2 coasters with a mini mum length of 820.21 feet
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Sustain park attendance of at least 450 for a minimum of 2 months
- Repay loan so the balance is $0.00
- Reward for completing objectives: Loan interest is reduced by half

Tycoon Objectives

- Sustain park attendance of at least 600 for a minimum of 3 months
- Reach a monthly ride income of $700
- Add 3 coasters, each with a minimum length of 820.21 feet
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Desert, hot and arid
Map Size	90 x 90
Guests	211 in park, $80 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 70 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$15,000
Park Hours	7 a.m–9 p.m.
Rating	816
Loan and Interest Rate	$5,000 at 8.9 percent
Maximum Loan	$15,000
Park Value	$11,978.90
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 9:30 a.m.
Entrance Fee	None
Staff	Park Inspector
Rides	Python (coaster): Open, $4.50 ticket price, 70 percent reliability, 0 percent down time,
Shops	Chicken: Open, selling 2 chicken pieces at $1.50 each
	Coconut Drinks: Open, selling coconut milk at $1.40 each.
	Cookies 1: Open, selling small bags of cookies at $0.70 each
	Cookies 2: Open, selling small bags of cookies at $0.70 each
	Croctails Tropical Juices: Open, selling banana smoothies at $1.30 each
	Hot Cocoa: Open, selling hot chocolate at $1.30 each
	Lemonade Stall: Open, selling lemonade at $1.20 each
	Souvenirs: Open, selling postcards at $0.50 each
	Stripy T-Shirts: Open, selling striped t-shirts at $2 each
Facilities	ATM Cash Machine: Open
	Toilets 1: Open (free)
	Toilets 2: Open (free)
	Toilets 3: Open (free)
Awards Available	Worst Reliability: $300 penalty
	Best Reliability: $300 bonus
	Best Roller Coasters: $600 bonus
	Best Toilets: $200 bonus
	Best Staff: $100 bonus
	Most Disappointing: $800 penalty
	Most Thrilling: $700 bonus
	Worst Food: $500 penalty
	Best Food: $100 bonus
	Tidiest Park: $200 bonus
Rides Available	Coasters: Hyper Coaster, Heartline Coaster, Junior

Scenario Stats (cont.)

Rides Available (cont.)	Coaster, Inverted Impulse Coaster, Log Flume, Spinning Wild Mouse, Wooden Wild Mine
	Junior Rides: Snake Helter-Skelter
	Thrill Rides: Launched Free Fall, Pirate Ship, Top Spinner
	Gentle Rides: Circus Transport Rides: Suspended Monorail Trains
	Other Rides: Steeple Chase
Food Shops Available	Chicken, Cookies
Drinks Shops Available	Coconut Drinks, Croctails Tropical Juices, Drinks, Hot Cocoa, Lemonade
Souvenir Shops Available	Souvenirs, Stripy T-Shirts
Facilities Available	ATM Cash Machine, Toilets
Scenery Available	Foliage: All Adventure, all Generic except banner sign, some Western cacti
	Fences: All Adventure, all Generic
	Structures: All Adventure, all Generic
	Path Extras: All Adventure, all Generic
	Statues and Props: All Adventure, all Generic
	Queues: Adventure, Generic
	Paths: Asphalt, Dirt Track
Objects Unlocked by Research	Coasters: Floorless Roller Coaster, Hyper Coaster, Mine Ride, Side Friction Coaster, Spiral Coaster, Twister Coaster
	Junior Rides: Odyssey Ride
	Thrill Rides: Flying Carpets, Phoenix Twister, Top Spin, Twister, Revolution
	Other Rides: Observation Tower
	Shops: Balloons, Burgers, Crocodile Balloons, Cutlasses, First Aid, Ice Cream, Information, Moorish Kebabs, Novelty T-Shirts, Parrot Balloons, Pirate Hats, Pizzerias, Pretzels, Turkish Delights, Umbrellas
	Scenery: Banner sign
	Ride Events: Disaster Rockslide, Oil Derrick, T-Rex Attack
Limits and Conditions	Terrain may not be modified

note

DID YOU NOTICE?: If you click on a bird or duck, they quack or squawk, drop some feathers and fly in a different direction!

Solutions for Valley of the Kings

Apprentice

By now you should be a pro at adding shops and rides and setting their ideal prices, but this time, the peeps are choosier and your goals now include attracting more of them. First let's take care of the coaster objective. Sell off everything to increase your cash and to make room for the new coasters. Buy two of the Mining Mayhem coasters found under the wooden wild mine category; they're cheap and easier to place. (If you want to get a head start on meeting the Tycoon coaster objective, add a third Mining Mayhem if you can afford it.) Run an ad campaign to boost your starting attendance to the targeted level. Consider taking advantage of the added coasters by placing several other rides near each of the coasters' exits. Invest research funds on thrill rides, as well. Add drinks shops to take care of the peep's elevated thirst levels. Terrain can't be modified, so take full advantage of the auto terrain smoothing feature (by holding the Ctrl key while placing an object) for adding rides and shops to hilly areas.

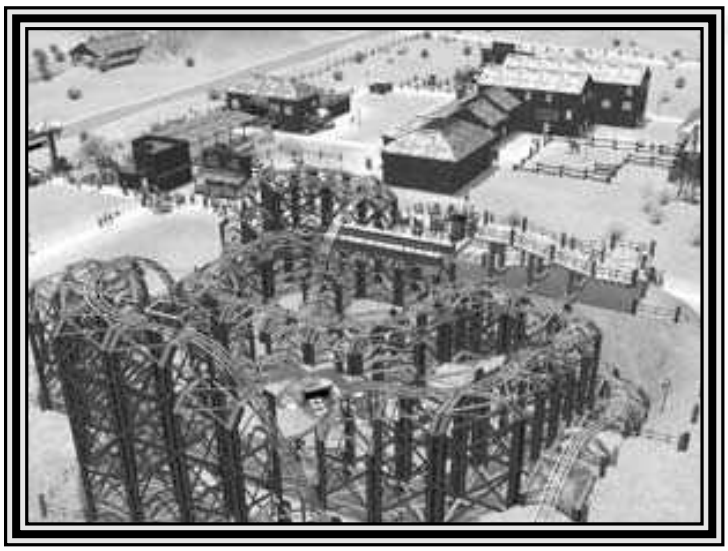
Entrepreneur

Because you avoided taking out a loan in meeting the Apprentice objectives, the objective screen shows the objective satisfied after running for a month. Fortunately, if you take out a loan after the objective is satisfied, it remains satisfied. Keep the required number of guests in the park for two months by adding variety. Add an ATM to give peeps a way to replenish their personal cash. Keep the ad campaigns running to help boost the number. If you reach the goal but the number dips below the required goal before two months is completed, the clock starts over (consider putting a no entry sign near the entrance to keep guests from leaving).

Tycoon

Remove the no entry sign if you added one to help with your Entrepreneur objectives, but keep it handy when you reach park attendance for the Tycoon objective. Continue generating more income by adding as many rides as you can afford, setting their prices to ideal settings, and then adding another Mining Mayhem coaster (if you didn't already add it before). Take out more ad campaigns to increase attendance. If peeps find your park is suffering from ride malfunctions and litter, get the staff on the task—bad word-of-mouth will decrease attendance. After the required number of guests have been around for three months, you'll have finished the Tycoon objectives.

Scenario 9: Gunslinger



Starting Conditions for Gunslinger

The Old Frontier beckons you to a Western theme park that's about to be put out to pasture. Rustle up some improvements quick and put some Wild back into the West!

Apprentice Objectives

- Reach park value of $25,000
- Add 2 coasters, each with a minimum length of 885.83 feet
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Repay loan so the balance is $0.00
- Reach park value of $50,000
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

- Host VIPeep, Kara Oki, who wants to ride 1 coaster with an excitement rating of at least 7. Any rides visited must have medium intensity and medium-low nausea. Any area visited must have few or no autograph-seekers. First arrival 17 March and will visit each 4 months until satisfied. Will remain in park 4 months per visit.
- Reach park value of $75,000
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	desert, arid and hot
Map Size	110 x 110
Guests	329 in park, $30 average cash per guest upon entry, 50 percent happiness upon entry, 50 percent hunger upon entry, 70 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000
Park Hours	9 a.m.–7 p.m.
Rating	774
Loan and Interest Rate	$10,000 at 6.9 percent
Maximum Loan	$13,000
Park Value	$11,022.60
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 10 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	Grande Western Train Line: Closed, $1 ticket price, 100 percent reliability, 0 percent downtime
	Runaway Train: Open, $3.50 ticket price, 78 percent reliability, 0 percent downtime
	Tavern Capers: Open, $0.50 ticket price, 88 percent reliability, 0 percent downtime
Shops	Bison Burgers: Open, hamburgers at $1.50 each
	Golden Nugget Candy: Open, selling small bags of candy at $0.70 each
	Indian Feathers: Open, selling Indian feathers at $2.20 each
	Raccoon Hats: Open, selling raccoon hats at $1.80 each
	Root Beer: Open, selling blueberry juice at $1.20 each
	Steakhouse: Open, selling steak in a bun at $1.70 each
Facilities	Information: Open, selling umbrellas at $2.50 each, kids' umbrellas at $2.00 each, map and $0.60 each
	Toilets 1: Open (free)
	Toilets 2: Open (free)
Awards Available	Best Western Scenery: $200 bonus
	Best Roller Coasters: $500 bonus
	Best Toilets: $300 bonus
	Best Staff: $300 bonus
	Most Thrilling: $700 bonus
	Worst Food: $300 penalty
	Best Food: $300 bonus
	Best Value: $800 bonus
	Worst Value: $800 penalty
Rides Available	Coasters: Compact Inverted Coaster, Giga Coaster, Hyper Coaster, Looping Roller Coaster, Mine Ride, Mine Train Coaster, Strata Coaster, Wooden Wild Mine
	Junior Rides: Buffalo Roundabout

Scenario Stats (cont.)

Rides Available (cont.)	Thrill Rides: Chair Swing, Lasso, TNT Vortex
	Gentle Rides: Western Wheel, Wild West Show
	Transport Rides: Mini Railway
	Other Rides: Motorbike Racers, Steeple Chase
Food Shops Available	Bison Burgers, Golden Nugget Candy, Steakhouse
Drinks Shops Available	Lemonade, Root Beer
Souvenir Shops Available	Indian Feathers, Raccoon Hats, Stripy T-Shirts
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: All Generic, all Western
	Fences: All Generic, all Western
	Structures: All Generic, all Western
	Path Extras: All Generic except banner sign, all Western
	Statues and Props: All Generic, all Western
	Ride Events: Oil Derrick
	Queues: Generic, Western
	Paths: Asphalt, Dirt Track
Objects Unlocked by Research	Coasters: Flying Coaster, Inverted Shuttle Coaster, Inverted Vertical Shuttle, Stand-Up Twister Coaster, Vertical Drop Coaster
	Junior Rides: Merry-Go-Round
	Thrill Rides: Bucking Bull, Mine Drop Ride, Rotovator, Top Spinner, Rotodrop
	Gentle Rides: Dodgems, Trampoline
	Other Rides: Go-Karts, Soapbox Derby Racers, Squeaky Motorcycles, Vintage Cars
	Shops: Accessories, Balloons, Burgers, Chicken, Drinks, Hot Cocoa, Pretzels, Sandwiches, Sheriff Balloons, Umbrellas, Western Hats
	Scenery: Banner sign
	Ride Events: Danger Canyon, Disaster Rockslide
Limits and Conditions	Entrance fee may not be adjusted
	Marketing campaigns are not permitted
	Paths may not be constructed higher than 50 feet

note

DID YOU NOTICE?: If you pick up a peep and drop him or her in deep water, that peep will swim to shore, shiver, and then become angry!

Solutions for Gunslinger

Apprentice

You've probably learned by now the fastest way to boost park value is by adding big-ticket coasters; fortunately your park value is more than a third of the way to meeting the objective. Clear out all the shrubs to make adding attractions easier. Add several rides that have high passenger capacity, such as any of the thrill rides listed, and then add them near the park entrance. Also max out your loan after it's paid off, hire adequate staff, and when your cash is high enough, buy two of the Mine Adventure mine ride coasters. Add another big-ticket coaster and you should have the park value objective fulfilled.

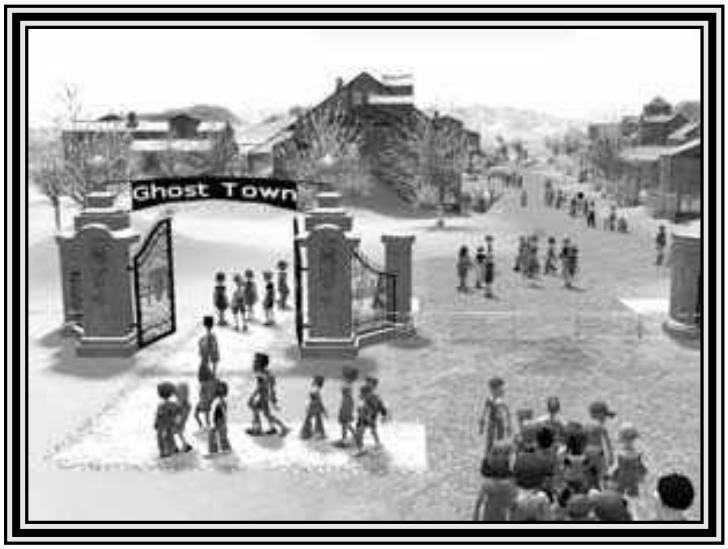
Entrepreneur

Maximize your income by keeping prices at their ideal levels and nip away at that loan until it's paid off. Then start saving your cash until you can afford one or two high-ticket coasters, such as any of the giga coasters. Max out the loan if you need to boost your cash.

Tycoon

This time around, Kara Oki is visiting and wants to ride a coaster with an excitement raing of at least 7. When you have enough cash, buy a floorless coaster called Rolling Thunder. Set Kara's waypoints to lead her from the park entrance to the Rolling Thunder coaster, and then back to the park entrance. If you haven't done so already, max out the loan and buy as much land as you can afford, and then prepare the land for rides and shops by leveling the terrain and removing debris. Now, add more rides and shops and set their prices to the ideal levels to build up more income. As the cash builds up, buy more big-ticket coasters. Add more staff where needed to care for your park. It might take some time, but it's not difficult.

Scenario 10: Ghost Town



Starting Conditions for Ghost Town

Like a '50s horror B movie, you've been summoned to bring back the dead. Your task is to breathe new life into this dusty old Ghost Town. Conjure up a park that caters to the less well-off—and use the skeleton of the old town to fund your fiendish plans!

Apprentice Objectives

- Reach park guest attendance of 200
- Add 1 coaster with a minimum excitement level of 4
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Repay loan so the balance is $0.00
- Add 2 coasters, each with a minimum excitement level of 5
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

- Reach park guest attendance of 500
- Add 1 coaster with a minimum excitement level of 6
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	desert, arid and hot
Map Size	110 x 110
Guests	None in park, $20 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 50 percent thirst upon entry, 40 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$15,000
Park Hours	7:30 a.m.–11:30 p.m.
Rating	117
Loan and Interest Rate	$5,000 at 11.9 percent
Maximum Loan	$10,000
Park Value	$87
Weather Conditions	62 degrees F, cloudy
Date and Time	2 March, 9:30 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	None
Shops	None
Facilities	None
Awards Available	Best Spooky Scenery: $500 bonus
	Worst Reliability: $400 penalty
	Best Reliability: $400 bonus
	Best Staff: $500 bonus
	Best Value: $800 bonus
	Worst Value: $800 penalty
	Most Untidy Park: $100 penalty
	Tidiest Park: $100 bonus
Rides Available	Coasters: Corkscrew Coaster, Mini Suspended Coaster, Reverser Coaster, Tilt Coaster, Wooden Coaster, Wooden Wild Mouse
	Junior Rides: Monster Ride
	Thrill Rides: Chair Swing, Double Swinging Inverter, Gallows Swing, Rotor
	Gentle Rides: Ghost House, Spooky Wheel
	Other Rides: Ghost Train, Squeaky Motorcycles, Vintage Cars
Food Shops Available	Chicken
Drinks Shops Available	Spooky Shakes
Souvenir Shops Available	Novelty T-Shirts
Facilities Available	ATM, First Aid, Information, Toilets
Scenery Available	Foliage: All Generic, all Spooky, all Western
	Fences: All Generic, all Spooky, all Western
	Structures: All Generic, all Spooky, all Western
	Path Extras: All Generic except banner sign, all Spooky, all Western
	Statues and Props: All Generic, all Spooky, all Western
	Queues: Generic, Spooky, Western
	Paths: Asphalt, Crazy

Scenario Stats (cont.)

Scenery Available (cont.)	Paving, Dirt Track
Objects Unlocked by Research	Coasters: Bobsleigh, Inverted Coaster, Laydown Coaster, Mini Coaster, Vertical Drop Coaster, Wild Mouse Coaster
	Junior Rides: Merry-Go-Round
	Thrill Rides: Enterprise, Spider Top Spinner, Revolution, Sky Sling, Swinging Inverter Ship, Zipper
	Gentle Rides: Ferris Wheel, Mirror Maze
	Other Rides: Double Deck Observation Tower, Haunted Hotel, Monster Trucks, Motorbike Racers
	Shops: Beanie Hats, Coffee, Cookies, Hot Dogs, Ice Cream, Lemonade, Pretzels, Pumpkin Pies, Spooky Jokes, Toffee Apples, Witches' Hats, Umbrellas
	Scenery: Banner sign
	Ride Events: Danger Canyon, Disaster Rockslide, Oil Derrick
Limits and Conditions	Entrance fee may not be adjusted

note

DID YOU NOTICE?: When you place a photo spot along a path, not only will groups with cameras stop and take a snapshot, but other peeps will stop and read the inscription on the plaque and then look out at the scenery beyond the photo spot!

Solutions for Ghost Town

Apprentice

With no guests in the park, you've got to attract the required number all on your own. Use ad campaigns to get the number growing. Now let's give the guests something to visit. Looking over the park, you notice two entrances. Flatten the area around the entrances for rides and scenery and remove all debris. Now, add some rides with medium-low intensity ratings and a few shops; and immediately hire staff to take care of them. Peeps are frugal in this scenario, so to keep them in the park, keep everything running well and add scenery to keep their spirits up. To meet the coaster objective with the least amount of cash, add the mini suspended coaster ride called Fright Flight. Consider adding an entertainer or two to keep guests happy and their wallets open. Also make sure there are enough toilets to serve all the guests!

Entrepreneur

Now you need two coasters with an excitement rating of at least five. Fortunately, there's a wooden coaster called Little Beast that fills the bill perfectly and it's cheap! Add two, one near each entrance, but be ready to close them if the peeps shy away; peeps visiting the park in this scenario prefer lower intensity rides. Instead, focus on paying off the loan and attracting more guests. Raise cash in a hurry after the coaster objective is completed by selling the coasters.

Tycoon

Work on raising attendance with more ad campaigns and widening the variety of medium-intensity attractions. Raise more cash by setting the prices for new rides and shops to their ideal prices. If you still have the coasters you added for the Entrepreneur objective, sell them now. They are too slow and you can use the cash from their sale to buy the Thrill Lift Extreme corkscrew coaster, which is fast enough to meet the coaster objective. Don't open the coaster because peeps will shy away from its intensity rating.

Scenario 11: A National Treasure

Starting Conditions for A National Treasure

In its heyday, this mammoth resort was the destination of choice for anybody that mattered. These days, nobody cares. You've restored many old parks; now, can you rescue this damsel in distress and restore her place as the jewel in the nation's crown?

Apprentice Objectives

- Reach a monthly ride income of $300
- Reach park guest attendance of 200
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Reach a monthly ride income of $600
- Reach park guest attendance of 400
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

- Sustain a monthly ride income of $900 for 3 months
- Reach park guest attendance of 600
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Mountain, mostly temperate
Map Size	128 x 128
Guests	264 in park, $50 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 50 percent thirst upon entry, 30 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$2,000
Park Hours	7 a.m.–11 p.m.
Rating	462
Loan and Interest Rate	None at 14.9 percent
Maximum Loan	$15,000
Park Value	$792
Weather Conditions	71 degrees F, sunny
Date and Time	1 March, 9:10 a.m.
Entrance Fee	None
Staff	Park Inspector
Rides	None
Shops	None
Facilities	None
Awards Available	Best Roller Coasters: $900 bonus
	Safest Park: $500 bonus
	Most Beautiful: $700 bonus
	Most Disappointing: $700 penalty
	Most Thrilling: $700 bonus
	Most Untidy Park: $1,000 penalty
	Tidiest Park: $1,000 bonus
Rides Available	Coasters: Dingy Slide, Reverse Free Fall Coaster, Spiral Coaster, Stand-Up Coaster, Water Coaster, Wooden Coaster
	Junior Rides: Tea Cups Ride
	Thrill Rides: Gravitron, Sky Wheel, Top Spin
	Gentle Rides: Circus, Crooked House
	Transport Rides: Chairlift
	Other Rides: Steeple Chase, Vintage Cars
Food Shops Available	Hot Dogs, Moorish Kebabs
Drinks Shops Available	Drinks
Souvenir Shops Available	Crocodile Balloons, Souvenirs,
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: All Adventure, all Generic
	Fences: All Adventure, all Generic
	Structures: All Adventure, all Generic

Scenario Stats (cont.)

Scenery Available	Path Extras: All Adventure, all Generic except banner sign, all Adventure		Skelter, Odyssey Ride
	Statues and Props: All Adventure, all Generic		Thrill Rides: Pirate Ship, Motion Simulator, Phoenix Twister, Roundup Ride
	Queues: Adventure, Generic, Western		Gentle Rides: Crazy Golf, Ferris Wheel, Kara Oki Concert, Trampoline
	Paths: Asphalt, Crazy Paving, Dirt Track, Leaf, Marble, Ornate		Other Rides: Cheshire Cats, Soapbox Derby Racers
Objects Unlocked by Research	Coasters: Bobsleigh, Heartline Coaster, Hyper Twister Coaster, Multi Dimensional Coaster, Suspended Swinging Coaster, Air Powered Vertical Coaster, Inverted Wild Mouse, Log Flume, Splash Boats		Shops: Accessories, Balloons, Coconut Drinks, Cotton Candy, Crocktails Tropical Drinks, Cutlasses, Parrot Balloons, Pirate Hats, Pizzerias, Umbrellas, Turkish Delights
	Junior Rides: Snake Helter-		Scenery: Barbed-wire Fence, 1/2 Roof, Banner
		Limits and Conditions	Trees may not be removed
			Terrain may not be modified

note

DID YOU NOTICE?: Young couples walking together hand in hand will be quite happy until one of them gets fresh and the other deflects the romantic advances. After a moment or two, all is well as they've made up and are back on their way!

Solutions for A National Treasure

Apprentice

Inviting enough guests to the park to meet the objective's goals will be a snap, but all the peeps that arrive prefer lower-intensity rides than normal. Focus on adding rides to meet that demand and reaching the targeted ride income will be much easier. Your starting cash is quite low, so max out your loan, start your ad campaigns, and start growing your park with a variety of shops and low-intensity rides. Space is tight, so think "vertical" when adding new attractions. Also, spend a good portion of your research funds on gentle rides, transport rides, and junior rides.

Entrepreneur

With steady growth, a smart ad campaign or three, and the gradual addition of more rides, it shouldn't take much effort to reach the required income and attendance levels. Use your space carefully or you'll be wasting cash. Also keep enough mechanics on staff to tend to the rides and have the rides inspected frequently. A malfunctioning ride produces no income.Add an ATM to allow peeps to regenerate their personal cash.

Tycoon

Keep following the same steps as you did in completing the Apprentice and Entrepreneur objectives. Patience and planning are your allies, as are research and marketing.

Scenario 12: New Blood

Starting Conditions for New Blood

This Transylvanian park certainly doesn't lack for atmosphere. Yet for some reason, it seems sort of...drained. Can you work it back up to a nice, healthy glow—or are you going to be just another sucker?

Apprentice Objectives

- Reach park guest attendance of 200
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Sustain park rating of at least 400 for a minimum of 2 months
- Repay loan so the balance is $0.00
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

- Reach park guest attendance of 600
- Reach park value of $60,000
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Spooky Mountains, cold and rainy
Map Size	90 x 90
Guests	None in park, $40 average cash per guest upon entry, 25 percent happiness upon entry, 0 percent hunger upon entry, 75 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000
Park Hours	4 p.m.–3 a.m.
Rating	817
Loan and Interest Rate	$5,000 at 19.9 percent
Maximum Loan	$20,000
Park Value	$17,635
Weather Conditions	64 degrees F, sunny
Date and Time	1 March, 12 noon
Entrance Fee	$5
Staff	Park Inspector
Rides	None
Shops	None
Facilities	None
Awards Available	Best Toilets: $300 bonus
	Best Staff: $200 bonus
	Most Disappointing: $700 penalty
	Most Thrilling: $700 bonus
	Worst Food: $200 penalty
	Best Food: $200 bonus
Rides Available	Coasters: Compact Inverted Coasters, Inverted Vertical Shuttle, Spinning Wild Mouse, Strata Coaster
	Thrill Rides: Rotodrop, Spider Top Spinner
	Gentle Rides: Circus, Crooked House, Dodgems, Mirror Maze, Spooky Wheel
	Transport Rides: Elevator, Mini Railway
	Other Rides: Ghost Train, Haunted Hotel

Scenario Stats (cont.)

Food Shops Available	Burgers
Drinks Shops Available	Spooky Shakes
Souvenir Shops Available	Spooky Jokes
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: All Generic, all Spooky
	Fences: All Generic, all Spooky
	Structures: All Generic, all Spooky
	Path Extras: All Generic, all Spooky, Adventure Snake Path Lamps
	Statues and Props: All Generic, all Spooky
	Ride Events: Erupting Volcano
	Queues: Generic, Spooky
	Paths: Leaf, Marble, Ornate, Steel
Objects Unlocked by Research	Coasters: Floorless Roller Coaster, Inverted Shuttle Coaster, Looping Roller Coaster, Mini Suspended Coaster, Suspended Swinging Coaster, Twister Coaster, Rafts, River Rapids
	Junior Rides: Floundering Ferry, Monster Ride, Odyssey, Snake Helter-Skelter, Spiral Slide
	Thrill Rides: Gallows Swing, Phoenix Twister, Pirate Ship, Twister
	Gentle Rides: Ghost House, Kara Oki Concert
	Transport Rides: Trams
	Other Rides: Car, Double Deck Observation Tower, Go-Karts,
	Shops: Accessories, Beanie Hats, Cookies, Hot Cocoa, Pumpkin Pies, Souvenirs, Umbrellas, Witches' Hats
	Scenery: Banner sign
Limits and Conditions	All rides are free
	Ride prices may not be adjusted
	Marketing campaigns may not be used

note

DID YOU NOTICE?: Nearly all the trees in the spooky category have horrific faces and arm-like branches giving the appearance that they are trying to grab you! Boo!

Solutions for New Blood

Apprentice

Max out your loan and add several high-capacity rides and several drinks shops. Spend some research money on developing a wider variety of drinks shops. Also, guests arrive with higher levels of thirst and lower levels of happiness, so hire a few entertainers. Spend some time adding more Spooky scenery, too! Hire some janitors and add trash bins to keep litter low. Add some nice lighting for nighttime visitors.

Entrepreneur

Add a few more rides and shops, managing ticket prices to their respective ideal levels as you've done in previous scenarios. Repay the loan as the cash comes in. Now, focus on boosting your park rating to the required level and for the required duration. With a debt-free income, spend it on improving your park's rating by following the steps outlined at the beginning of this chapter. This should raise the happiness levels of the guests and also send your rating skyrocketing.

Tycoon

With all the improvements you've added, word may already be out that your park is a real fun zone, but just to be on the safe side, run an ad campaign or two. Remember, guests arrive a little grumpy, so have plenty of entertainers and keep everything running smoothly and the grounds spotlessly clean! Max out the loan and keep building with big-ticket coasters as you can afford them until the park's value reaches your goal.

Scenario 13: Island Hopping

Starting Conditions for Island Hoping

Despite the pleasant weather, there's no time for reading on the beach. This mellow island resort needs a little shot of excitement, and the weather and the laid-back lifestyle mean you have to keep your coasters low and slow. Can you keep your park chillin' and still turn a profit?

Apprentice Objectives

- Add coaster with a minimum length of 1,017.06 feet and with a speed that does not exceed 51.45 mph. All coasters built must comply with these restrictions.
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Add 2 coasters, each with a minimum length 1,017.06 feet and with a speed that does not exceed 51.45 mph. All coasters must comply with these restrictions.
- Repay loan so the balance is $0.00
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

- Add 3 coasters, each with a minimum length 1,017.06 feet and with a speed that does not exceed 51.45 mph. All coasters must comply with these restrictions.
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Tropical island: warm and unpredictable rains
Map Size	90 x 90
Guests	None in park, $50 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry, guests arrive at a rate that is 30 percent lower than normal
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000

Park Hours	7 a.m.–9 p.m.
Rating	700
Loan and Interest Rate	$10,000 at 7.9 percent
Maximum Loan	$20,000
Park Value	$24
Weather Conditions	64 degrees F, partly cloudy
Date and Time	1 March, 11:40 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	None
Shops	None
Facilities	None
Awards Available	Best Roller Coasters: $800 bonus
	Safest Park: $700 bonus
	Most Beautiful: $600 bonus

Scenario Stats (cont.)

Awards Available (cont.)	Most Disappointing: $500 penalty
	Most Untidy Park: $300 penalty
	Tidiest Park: $300 bonus
Rides Available	Coasters: Corkscrew Coaster, Giga Coaster, Junior Coaster, LIM-Launched Coaster, Rafts, Side Friction Coaster, Virginia Reel
	Junior Rides: Snake Helter-Skelter
	Thrill Rides: Double Swinging Inverter, Flying Carpet, Swinging Inverter Ship
	Water Rides: Mini Sub, Rowboats, Swan Boats
	Gentle Rides: Ferris Wheel
	Transport Rides: Chair Lift
	Other Rides: Monster Trucks, Soapbox Derby Racers, Squeaky Motorcycles
Food Shops Available	Chicken, Hot Dogs
Drinks Shops Available	Coconut Drinks, Drinks
Souvenir Shops Available	Cutlasses, Pirate Hats
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: All Adventure, all Generic
	Fences: All Adventure, all Generic
	Structures: All Adventure, all Generic
	Path Extras: All Adventure, all Generic except banner sign
	Statues and Props: All Adventure, all Generic
	Ride Events: Shark Attack
	Queues: Adventure, Generic
	Paths: Asphalt, Dirt Track, Leaf
Objects Unlocked by Research	Coasters: Air Powered Vertical Coaster, Hyper Coaster, Flying Turns, Inverted Hairpin Coaster, Inverted Impulse Coaster, Log Flume, Multi Dimensional Coaster, Pipeline Coaster, Stand-Up Twister Coaster, Tilt Coaster, River Rapids
	Junior Rides: Odyssey Ride
	Thrill Rides: Enterprise, Launched Free Fall, Pirate Ship, Phoenix Twister, Rotodrop, Sky Sling, Top Spin
	Water Rides: Bumper Boats, Canoes, Jet Skis, Water Tricycles
	Transport Rides: Suspended Monorail Trains
	Other Rides: Observation Tower
	Shops: Balloons, Cotton Candy, Coffee, Crocodile

Scenario Stats (cont.)

Objects Unlocked by Research (cont.)	Balloons, Croctails Tropical Juices, Lemonade, Moorish Kebabs, Parrot Balloons, Pretzels, Stripy T-Shirts, Toffee Apples, Turkish Delights, Umbrellas		Temple Boulder, Erupting Volcano
	Scenery: Banner sign		Queues: Adventure
	Ride Events: Oil Derrick,	**Limits and Conditions**	Entrance fee is free
			Entrance fee may not be adjusted
			Terrain may not be modified

note

DID YOU NOTICE?: Kara Oki, one of the VIPeeps, will also perform a concert for the peeps in your park! If the concert is available in the current scenario, look for the Kara Oki stage show in the gentle rides section.

Solutions for Island Hopping

Apprentice

Guests arrive to this resort destination at a lower rate than normal, so get your ad campaigns going to attract peeps to the park. Max out your research funding and focus just on researching coasters. When the flying turns coasters become available, add the Mine Skidoo listed in that coaster category. Take out a loan to buy the coaster if you haven't got the cash. At the end of the month after Mine Skidoo has been added, the coaster objectives will be achieved.

Entrepreneur

Change the focus of your research to shops. Then concentrate your energy on generating income to pay off the loan. Build more rides and souvenir shops and keep prices at their ideal levels. Higher-capacity rides are better for raising cash as well, so any of the thrill rides and Ferris wheels will do. You won't need so many food and drinks shops because guests arrive with almost no hunger and thirst. As the park generates income, kick the cash back to the bank to reduce your loan to zero, and then raise enough cash to add another Mine Skidoo.

Tycoon

Build another Mine Skidoo to meet the coaster objectives and you're done!

Scenario 14: Cosmic Crags

Starting Conditions for Cosmic Crags

The setting here is straight from the covers of the pulp sci-fi books of yore, your challenge is all too real—to create a futuristic park with only small patches of level land to build on.

Apprentice Objectives

- Reach a monthly ride income of $100
- Reach park value of $20,000
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Repay loan so the balance is $0.00
- Reach park value of $40,000
- Reward for completing objectives: Land that was previously locked is available for purchase

Tycoon Objectives

- Reach park value of $60,000
- Host VIPeep, Kara Oki. Any rides visited must have a high reliability rating, with medium intensity and medium-low nausea. First arrival 21 July and will visit each 4 months until satisfied. Will remain in park 2 months per visit.
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Desert, arid and warm
Map Size	100 x 100
Guests	170 in park, $70 average cash per guest upon entry, 80 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry, guests arrive at a rate that is 25 percent lower than normal
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000
Park Hours	7:30 a.m.–8:30 p.m.
Rating	512
Loan and Interest Rate	$20,000 at 11.9 percent
Maximum Loan	$20,000
Park Value	$510
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 9:30 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	None
Shops	None
Facilities	None
Awards Available	Best Sci-Fi Scenery: $600 bonus
	Best Roller Coasters: $800 bonus
	Most Disappointing: $600 penalty
	Most Thrilling: $400 bonus
Rides Available	Coasters: Air Powered Vertical Coaster, Floorless Roller Coaster, Mini Coaster, Stand-Up Coasters
	Junior Rides: Flying Saucers
	Thrill Rides: Gravitron, Zipper
	Gentle Rides: 3D Cinema, Planetarium
	Transport Rides: Monorail
	Other Rides: Mini Helicopters, Motorbike Racers
Food Shops Available	Cookies
Drinks Shops Available	Space Shakes
Souvenir Shops Available	UFO Balloons
Facilities Available	ATM Cash Machines, First Aid, Information, Toilets
Scenery Available	Foliage: All Sci-Fi
	Fences: All Sci-Fi
	Structures: All Sci-Fi
	Path Extras: Photo spot, all Sci-Fi
	Statues and Props: All Sci-Fi
	Queues: Generic, Sci-Fi
	Paths: Asphalt, Marble, Steel, Tarmac

Scenario Stats (cont.)

Objects Unlocked by Research	Coasters: Flying Turns, Hyper Twister Coaster, Lay-down Coaster, LIM-Launched Coaster, Vertical Drop Coaster, Wild Mouse Coaster		Trampoline
	Thrill Rides: Enterprise, Revolution, Sky Wheel, Swinging Inverter Ship, Top Spinner		Other Rides: Double Deck Observation Tower, Go-Karts, Monster Trucks
	Gentle Rides: Dodgems, Laser Battle, Space Arcade, Space Rings, Zero G		Shops: Accessories, Cotton Candy, Coffee, Novelty T-Shirts, Rocket Boost Cantina, Sandwiches, Space Hats, Umbrellas
			Scenery: Banner sign
		Limits and Conditions	Terrain may not be modified
			Entrance fee may not be changed

note

DID YOU NOTICE?: The baseball team Joe Sluggerball plays for is The Slugs!

Solutions for Cosmic Crags

Apprentice

This is probably the most barren scenario. Fortunately, the sci-fi foliage in the crater is worth a pretty penny. So clear the terrain of all the plants, and then build several rides near the park entrance. Guests trickle into the park slowly, so plan on regularly spending cash on advertising campaigns. Earn the required monthly income from rides that have high rider capacity, and set their ticket prices at ideal levels. Also spend some cash on researching thrill rides, but keep in mind that the marketing budget, loan payments, and research drain your income. When your cash reaches a level where you can buy big-ticket coasters, do so right away to reach the park value objective. Remeber, park value is evaluated at the end of each month.

Entrepreneur

Get right to work on paying off the loan, even if you have to demolish your coasters. After paying off the loan and reaching the end of the month, the loan objective will be satisfied. Now jump back into building park value with a few coasters. If you need to take out a new loan, that's O.K. too

Tycoon

Kara Oki is on her way to visit, and she has little tolerance for malfunctioning rides and shops. Before her visit, set the frequency for inspecting all rides to 10 minutes and then hire a few mechanics for the task. Keep the cash flowing in with the ticket-price strategy described previously and kick some additional cash to marketing campaigns to keep attendance flowing in. After Kara Oki leaves and is satisfied, get to work on bringing the park value up to the required levels. Adding more big-ticket coasters helps in reaching your goal, and then it's off to Hollywood!

Scenario 15: La-La Land

Starting Conditions for La-La Land

Excellent people-skills are now required because the Tinsel Town crowd is used to getting whatever they want. Now they want their very own theme-park playground. Can you satisfy the world's biggest egos with the world's most exciting park? Pull it off, and you'll be worthy of your own star on the Walk of Fame.

Apprentice Objectives

- Host VIPeep, Cami O, who wants to ride 1 coaster with an excitement rating of at least 4, with medium reliability, medium intensity and medium-low nausea. First arrival 18 April and will visit each 2 months until satisfied. Will remain in park 3 months per visit.
- Reach a park value of $10,000
- Reward for completing objectives: A locked scenario is unlocked

Entrepreneur Objectives

- Host VIPeep, Joe Sluggerball, who wants to ride 2 coasters with an excitement rating of at least 5, with medium intensity and medium-low nausea. First arrival 15 July and will visit each 3 months until satisfied. Will remain in park 3 months per visit.
- Host VIPeep, Clint Bushton, who wants to see a fireworks show. First arrival 27 April and will visit each 3 months until satisfied. Will remain in park 3 months per visit.
- Reach a park value of $40,000
- Reward for completing objectives: Large cash bonus.

Tycoon Objectives

- Host VIPeep, Joe Sluggerball, who wants to visit areas of your park built using only Adventure-themed rides, shops, and scenery. First arrival 25 June and will visit each 4 months until satisfied. Will remain in park 3 months per visit.
- Host VIPeep, Clint Bushton, who wants to visit areas of your park built using only Sci-Fi–themed rides, shops, and scenery. First arrival 14 May and will visit each 4 months until satisfied. Will remain in park 3 months per visit.
- Reach a park value of $70,000
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Hilly area: sunny and temperate	**Land Purchase Price**	$75 per square
Map Size	116 x 116	**Land Easement Price**	$40 per square
Guests	569 in park, $40 average cash per guest upon entry, 50 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry	**Cash**	$15,000
		Park Hours	7 a.m–11 p.m.
		Rating	812
		Loan and Interest Rate	None, loans are not permitted
		Maximum Loan	None, loans are not permitted
		Park Value	$5,075.20
		Weather Conditions	62 degrees F, sunny

Scenario Stats (cont.)

Date and Time	1 March, 10 a.m.
Entrance Fee	None (fixed)
Staff	Park Inspector
Rides	Dizzying Heights: Open, $1.50 ticket price, 95 percent reliability, 0 percent down time
Shops	Balloons: Open, selling white balloons at $0.90 each
	Beanie Hats: Open, selling beanie hats at $1.50 each
	Drinks: Open, selling cans of soda at $1.20 each
	Stripy T-Shirts Shop: Open, selling striped t-shirts at $2 each
Facilities	ATM Cash Machine
Awards Available	Best Adventure Scenery: $300 bonus
	Best Sci-Fi Scenery: $300 bonus
	Worst Reliability: $500 penalty
	Best Reliability: $500 bonus
	Best Roller Coasters: $300 bonus
	Safest Park: $1,000 bonus
	Most Beautiful: $800 bonus
	Most Untidy Park: $700 penalty
	Tidiest Park: $600 bonus
Rides Available	Coasters: Dingy Slide, Inverted Vertical Shuttle, Reverse Freefall Coaster, Spinning Wild Mouse, Spiral Coasters, Water Coaster, Wooden Coaster
	Junior Rides: Merry-Go-Round
	Thrill Rides: Chair Swing, Top Spin
	Gentle Rides: Crazy Golf, Trampoline
	Transport Rides: Suspended Monorail Trains
	Other Rides: Car, Observation Tower, Squeaky Motorcycles
Food Shops Available	Burgers
Drinks Shops Available	Drinks
Souvenir Shops Available	Balloons, Beanie Hats, Stripy T-Shirts
Facilities Available	ATM Cash Machines, Toilets
Scenery Available	Foliage: All
	Fences: All
	Structures: All
	Path Extras: All except banner sign
	Statues and Props: All
	Ride Events: Erupting

Scenario Stats (cont.)

	Volcano, Shark Attack, T-Rex Attack, Temple Boulder
	Queues: Generic
	Paths: Asphalt, Crazy Paving, Marble, Ornate, Steel, Tarmac
Objects Unlocked by Research	Coasters: Compact Inverted Coaster, Log Flume, Mine Train Coaster, Rafts, Twister Coaster
	Junior Rides: Floundering Ferry, Flying Saucers, Tea Cups Ride
	Thrill Rides: Pirate Ship, Phoenix Twister, Rotor, Twister
	Gentle Rides: Planetarium, Space Rings
	Transport Rides: Elevator, Mini Railway, Trams
	Other Rides: Cheshire Cat, Ghost Train, Motorbike Racers, Soapbox Derby Racers, Steeple Chase
	Shops: Accessories, Bison Burgers, Coconut Drinks, Cookies, Cutlasses, Ice Cream, Information, First Aid, Pumpkin Pies, Moorish Kebabs, Rocket Boost Cantina, Root Beer, Steakhouse, Turkish Delights, Witches' Hats, Umbrellas
	Scenery: Banner sign
	Ride Events: Danger Canyon, Oil Derrick, Disaster Rockslide
Limits and Conditions	Entrance fee may not be changed

note

DID YOU NOTICE?: Vomit left behind by nauseated peeps attracts birds that nearby peeps try to shoo away!

Solutions for La-La Land

Apprentice

Cami O is visiting and she wants to ride a coaster but there are none in the park. And Joe Sluggerball will want to ride a coaster when you reach Entrepreneur status, so let's add a coaster to meet both objectives. This time, it's the inverted vertical shuttle coaster called The Squeezer. But first you've got to clear and flatten the terrain where the coaster will be built. The cost of preparing terrain for The Squeezer drains your funds a little, loans are not allowed. So, add several high-capacity thrill rides for the many guests already in the park and set the ticket prices to their ideal levels, and the cash will start coming in. When your cash levels are high enough, drop The Squeezer in place, run it in test mode until the ride results are in and then define Cami O's waypoints to take her from the park entrance to The Squeezer, and back again. Make sure a mechanic is assigned to the ride to keep it running smoothly. If all goes according to plan, you're as good as Oscar gold.

Entrepreneur

If you haven't already done so, adjust your research funding to focus on adding more shops and non-coaster rides. Joe Sluggerball will be visiting the park this time, looking to ride two coasters with an excitement of five or higher. The Squeezer already meets the requirement, but you'll need another. Raise the cash by dropping in more shops and rides and set their prices to ideal levels. Prepare the terrain where the coaster will be built and then add the coaster there. When the new Squeezer is built, define Joe's waypoints to visit both. While you're building up your cash reserves, add a fireworks show and then define Clint Bushton's waypoints to take him from the park entrance to where the show is set up. When he reaches the area where the fireworks have been placed, set the show off by changing its show time to the current time. The peeps should also be happy with all the improvements you've made, so take a little time to keep it that way. Hire more staff, add more shops, and build more rides until your park value reaches the goal. If attendance starts to flag, run a marketing campaign. Keep improving the park until you reach the targeted park value.

Tycoon

Joe and Clint are returning, but want to visit an area where you've added themed scenery. Joe Sluggerball likes westerns and Clint Bushton likes sci-fi, so build two areas—one for each to visitor. Build a themed area by using rides, shops, scenery and paths from a single theme and use generic themed items to fill in any gaps. If you find few shops and rides of a particular theme in the browser list, wait for research to add a few more. Then build the themed area with a wide variety of elements from that theme. Next define the waypoints of each VIPeep to take them to their respective areas. When the VIPeeps depart and you've succeeded in pleasing them, focus on building the value of the park to the required levels.

Scenario 16: Mountain Rescue

Starting Conditions for Mountain Rescue

It's going to be an uphill battle bringing majesty to this mountainous venue. Even though you're loaded with cash, you've got limited land to build on and a local population that isn't easily impressed. To reach the summit of success here, your coasters will have to be as extreme as the mountains they are built on.

Apprentice Objectives

- Reach park guest attendance of 300
- Add 1 coaster with an excitement level of at least 4
- Reward for completing objectives: Research is completed twice as fast

Entrepreneur Objectives

- Reach park guest attendance of 450
- Add 2 coasters each with a minimum height of 98.43 feet
- Add 2 coasters with a minimum length of 1,017.06
- Reward for completing objectives: Research is completed twice as fast

Tycoon Objectives

- Reach park guest attendance of 600
- Add 3 coasters with a top speed of at least 69.35 mph
- Add 3 coasters with a minimum excitement rating of 6
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Mountain, mostly temperate
Map Size	110 x 110
Guests	225 in park, $40 average cash per guest upon entry, 50 percent happiness upon entry, 65 percent hunger upon entry, 65 percent thirst upon entry, 80 percent ride intensity preference upon entry, guests arrive at a rate that is 30 percent lower than normal
Land Purchase Price	Not applicable; all available land has either been purchased or leased
Land Easement Price	Not applicable; all available land has either been purchased or leased
Cash	$40,000
Park Hours	7:30 a.m.–11:30 p.m.
Rating	598
Loan and Interest Rate	None, loans are not permitted
Maximum Loan	None, loans are not permitted
Park Value	$4,507.10
Weather Conditions	75 degrees F, sunny
Date and Time	1 March, 9:30 a.m.
Entrance Fee	None
Staff	Park Inspector
Rides	Chairlift: Open, $1.50 ticket price, 92 percent reliability, 0 percent downtime
Shops	None
Facilities	None
Awards Available	Worst Reliability: No penalty
	Best Reliability: No bonus
	Best Roller Coasters: No bonus
	Safest Park: No bonus

Scenario Stats (cont.)

	Most Beautiful: No bonus
	Most Disappointing: No penalty
	Most Thrilling: No bonus
Rides Available	Coasters: Bobsleigh, Giga Coaster, Inverted Coaster, LIM-Launched Coaster, Pipeline Coaster, River Rapids, Strata Coaster
	Junior Rides: Merry-Go-Round
	Thrill Rides: Enterprise, Sky Sling, Zipper
	Gentle Rides: Crazy Golf
	Transport Rides: Chairlift
	Other Rides: Steeple Chase
Food Shops Available	Chicken
Drinks Shops Available	Lemonade
Souvenir Shops Available	Beanie Hats
Facilities Available	Toilets
Scenery Available	Foliage: All Generic, Western Wheat Grass
	Fences: All Generic
	Structures: All Generic
	Path Extras: All Generic except banner sign
	Statues and Props: All Generic
	Queues: Generic
	Paths: Asphalt, Crazy Paving, Leaf
Objects Unlocked by Research	Coasters: Air Powered Vertical Coaster, Flying Coaster, Heartline Coaster, Hyper Coaster, Inverted Shuttle Coaster, Inverted Wild Mouse, Looping Roller Coaster, Mini Coaster, Reverser Coaster, Standup Twister Coaster, Virginia Reel, Wooden Coaster
	Thrill Rides: Double Swinging Inverter, Launched Free Fall, Motion Simulator, Roundup Ride, Swinging Inverter Ship
	Gentle Rides: Ferris Wheel
	Transport Rides: Elevator, Suspended Monorail Trains
	Cheshire Cats, Mini Copters, Observation Tower
	Shops: ATM Cash Machine, First Aid, Hot Cocoa, Information, Pizzeria, Sandwiches, Souvenirs, Umbrellas
	Scenery: Banner sign
	Ride Events: Erupting Volcano, Temple Boulder
Limits and Conditions	Loans are not permitted
	Terrain may not be modified

note

DID YOU NOTICE?: When you pick up a peep and shake him or her around and then place the peep back on the ground, he or she becomes dizzy for a few moments. When you pick up the park inspector, he sometimes scolds you!

Solutions for Mountain Rescue

Apprentice

With all that cash on hand, you can build a coaster right away to meet the coaster objective. Fortunately, the LIM-launched coaster called Lava Launch is perfect for the job, but it's very expensive. Your attendance goals are not out of reach because your starting attendance is almost two-thirds of the way there. Launch an ad campaign to give away tickets for Lava Launch. Then with the remaining cash, add a few other thrill rides and shops to give visitors more things to spend their cash on. Loans are not allowed, so make your attractions pay off by setting their prices to ideal levels. Your guests arrive hungry, thirsty, and looking for high excitement! But they arrive at a lower rate than normal, so keep the ad campaigns going. Terrain can't be changed in this scenario either, so hold the Ctrl key when adding rides and shops to flatten the land beneath them. Otherwise, build lots of ramps and raised platforms to build shops and rides high off the ground.

Entrepreneur

Add another Lava Launch to meet the coaster objective. Boost your spending on ad campaigns to keep the guests flowing in. Keep the park running efficiently to give the guests a reason to stay and spend their cash.

Tycoon

Add one more Lava Launch and spend the rest of the scenario working to boost attendance even more with ad campaigns and park improvements. Raise more cash by building more high capacity thrill rides and shops with their prices set to ideal levels.

Scenario 17: The Money Pit

note

Scenario 17: The Money Pit can be unlocked only if you've completed all the Entrepreneur objectives of the first 16 scenarios.

Starting Conditions for The Money Pit

Here's an amusement park that shows what happens when good coasters go bad. Can you turn a handyman's special into a moneymaking machine? With lots of TLC and attention to details, you've got a shot, but manage your resources carefully or you'll be the only one being taken for a ride.

Apprentice Objectives

- Host VIPeep, Joe Sluggerball, who wants to visit your park and will tolerate almost any amount of litter. Any rides he visits must have medium intensity and medium-low nausea. First arrival 21 June and will visit each 2 months until satisfied. Will remain in park 4 months per visit.
- Sustain a monthly ride income of at least $200 for 1 month
- Reward for completing objectives: Large cash bonus

Entrepreneur Objectives

- Host VIPeep, Joe Sluggerball, who wants to visit your park and will tolerate only moderate amounts of litter. Any rides he visits must have medium intensity and medium-low nausea. First arrival 18 July and will visit each 3 months until satisfied. Will remain in park 4 months per visit.
- Sustain a monthly ride income of at least $600 for 2 months
- Reward for completing objectives: Research is completed twice as fast

Tycoon Objectives

- Host VIPeep, Joe Sluggerball, who wants to visit your park and will tolerate only very small amounts of litter. Any rides he visits must have medium intensity and medium-low nausea. First arrival 6 Sept. and will visit each 4 months until satisfied. Will remain in park 4 months per visit.
- Reach a monthly ride income of $1,000
- Reward for completing objectives: A new coaster design is available

Scenario Stats

Setting and Climate	Desert, arid and warm
Map Size	90 x 90
Guests	223 in park, $30 average cash per guest upon entry, 35 percent happiness upon entry, 0 percent hunger upon entry, 0 percent thirst upon entry, 50 percent ride intensity preference upon entry
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$10,000
Park Hours	7:30 a.m.–9 p.m.
Rating	215
Loan and Interest Rate	$10,000 at 19.9 percent
Maximum Loan	$12,000
Park Value	$34,511.70
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 9:30 a.m.
Entrance Fee	None
Staff	Park Inspector
Rides	Bob's Bucking Broncos: Broken down, $2.50 ticket price, 99 percent reliability, 95 percent downtime
	Buffalo Roundup: Broken down, $1 ticket price, 99 percent reliability, 80 percent downtime
	Calamity Mine: Broken down, $2 ticket price, 99

Scenario Stats (cont.)

	percent reliability, 56 per cent downtime
	Explosive Swinger: Broken down, $2.50 ticket price, 99 percent reliability, 48 per-cent downtime
	Queen Anne's Revenge: Broken down, $2 ticket price, 99 percent reliability, 54 percent downtime
	Saucy Sal's: Broken down, $0.50 ticket price, 99 percent reliability, 94 percent down time
	Slippery Snake: Broken down, $1 ticket price, 81 percent reliability, 96 per-cent downtime
	Sultan's Magic Carpet: Broken down, $3 ticket price, 99 percent reliability, 53 percent downtime
	Terror Spinner: Broken down, $4 ticket price, 39 percent reliability, 95 per-cent downtime
	The Avenger (coaster): Closed (incomplete), $1 ticket price, 49 percent reliability, 0 percent downtime
	TNT Barrel: Open, $4 ticket price, 99 percent reliability, 83 percent downtime
	Wagon Wheel: Open, $1 ticket price, 0 percent reliability, 79 percent downtime
Shops	Golden Nugget Candy: Open, selling small bags of candy at $0.70 each
	Root Beer: Open, selling blueberry juice at $1.20 each
	Sheriff Balloons: Open, selling badge-shaped balloons at $1.50 each
	Western Hats: Open, selling cowboy hats at $1.80 each
Facilities	None
Awards Available	Worst Reliability: $310 penalty
	Best Reliability: $300 bonus
	Best Toilets: $100 bonus
	Best Staff: $300 bonus
	Safest Park: $900 bonus
	Best Value: $1,000 bonus
	Worst Value: $1,000 penalty
	Most Untidy Park: $500 penalty
	Tidiest Park: $500 bonus
Rides Available	Coasters: Junior Coaster, Giga Coaster, Stand-Up Coaster
	Junior Rides: Buffalo Roundabout, Snake Helter-Skelter
	Thrill Rides: Bucking Bull,

Scenario Stats (cont.)

	Double Swinging Inverter, Mine Drop Ride, Flying Carpet, Pirate Ship, Rotovator, TNT Vortex
	Gentle Rides: Western Wheel, Wild West Show
	Transport Rides: Mini Railway
	Other Rides: Steeple Chase
Food Shops Available	Golden Nugget Candy, Steakhouse
Drinks Shops Available	Coconut Drinks, Root Beer
Souvenir Shops Available	Sheriff Balloons, Western Hats
Facilities Available	Toilets
Scenery Available	Foliage: All Adventure, all Generic, all Western
	Fences: All Adventure, all Generic, all Western
	Structures: All Adventure, all Generic, all Western
	Path Extras: All Adventure, all Generic except banner sign, all Western
	Statues and Props: All Adventure, all Generic, all Western
	Ride Events: T-Rex Attack, Temple Boulder
	Queues: Adventure, Generic, Western
	Paths: Asphalt, Crazy Paving, Dirt Track, Leaf, Steel
Objects Unlocked	Coasters: Corkscrew Coaster, Inverted Hairpin Coaster, Inverted Impulse Coaster, Inverted Wild Mouse, Lay-down Coaster, Mine Ride, Multi Dimensional Coaster, Splash Boats, Suspended Swinging Coaster, Tilt Coaster, Wooden Coaster
	Thrill Rides: Lasso, Gravitron, Phoenix Twister, Rotodrop, Sky Wheel, Swinging Inverter Ship
	Gentle Rides: Kara Oki Concert
	Transport Rides: Suspended Monorail Trains
	Other Rides: Cars, Go-Karts, Vintage Cars
	Shops: ATM Cash Machines, Bison Burgers, Burgers, Cookies, Cutlasses, Crocodile Balloons, Croctails Tropical Juices, First Aid, Hot Dogs, Indian Feathers, Information, Moorish Kebabs, Novelty T-Shirts, Parrot Balloons, Pirate Hats, Pretzels, Raccoon Hats, Stripy T-Shirts, Turkish Delights, Umbrellas
	Scenery: Banner sign
	Ride Events: Danger Canyon, Disaster Rockslide, Oil Derrick
Limits and Conditions	None

Solutions for The Money Pit

Apprentice

This dilapidated park features unreliable and incomplete rides, and has two entrances. Sell off all the rides and close all food and drinks shops! Hire janitors to clean up any litter; when all the litter is gone, fire all but one or two janitors. Hire some entertainers to boost the spirits of the grumpy guests. And then set Joe Sluggerball's waypoints to a nice clean area of your park. Next, add rides of medium intensity but with high passenger capacity near the front and rear entrances to kick start your income—a couple Ferris wheels and a Wild West Show should do the trick. Build a Mini Railway to connect both entrances of your park, putting a loading station near each entrance. Next, take slow and methodical steps to build your cash reserves by adding rides and souvenir shops and setting their respective prices to ideal levels. When you reach your ride income goals, you'll receive a modest bonus at the end of the month.

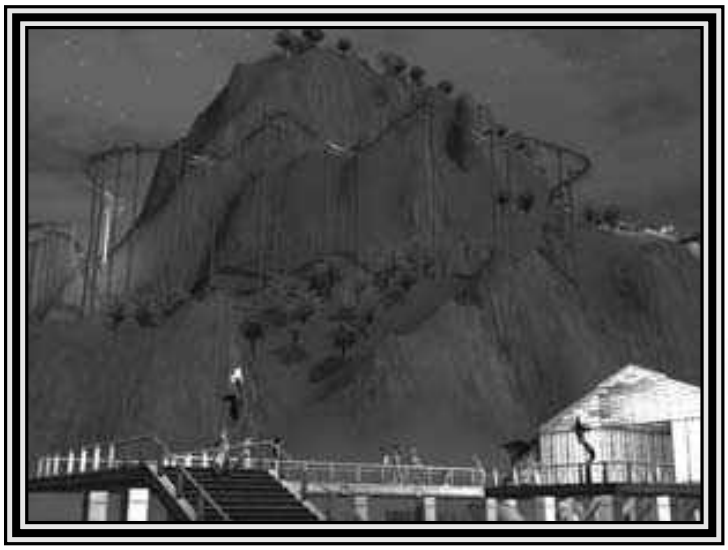
Entrepreneur

Joe is back, and now he has a medium tolerance to litter. But with no food or drinks shops open, there is very little chance litter will be a problem. Just to be safe though, set his waypoints the same as you did for the Apprentice VIPeep objective. Your ride income must reach the required levels and stay that way for two months, so make sure you have plenty of rides with ideal ticket prices. If you think your ride selection is too limited to keep peeps happy, focus research on the rides you want. If attendance starts to dip, run an ad campaign.

Tycoon

Joe returns for the last time and your park had better be clean. His trash tolerance is low, and hopefully with the food or drink shops closed and plenty of time for your janitors to work, your park should be able to stand up to the white glove test. After Joe leaves satisfied, open all your shops and set their ticket prices to ideal levels. Add a big variety of shops, especially as research develops new ones. Use all the income-generating skills you've applied in the first 16 scenarios to give this "fixer upper" real curb appeal.

Scenario 18: Paradise Island



note

Scenario 18: Paradise Island can be unlocked only if you've completed all the Tycoon objectives of the first 17 scenarios.

Starting Conditions for Paradise Island

You've come a long way. Now for your ultimate challenge—improve on paradise itself! A touch of roller coaster mania is needed to pack as many guests as possible onto this jewel of a desert island. It's a tough challenge, to be sure—but beat it and you will achieve *RollerCoaster Tycoon* nirvana.

Apprentice Objectives

- Sustain a park rating of at least 600 for 2 months
- Reach park guest attendance of 200
- Reward for completing objectives: Small cash bonus

Entrepreneur Objectives

- Reach park guest attendance of 450
- Repay loan so the balance is $0.00
- Reward for completing objectives: Research is completed twice as fast

Tycoon Objectives

- Reach park guest attendance of 700
- Host VIPeep, Clint Bushton, who wants to see a fire works show. Any rides he visits must have medium intensity and medium-low nausea. First arrival 16 May and will visit each 3 months until satisfied. Will remain in park 4 months per visit.
- Add 2 coasters with an excitement rating of 7 or higher
- Reward for completing objectives: A new coaster design is available for purchase

Scenario Stats

Setting and Climate	Tropical Island: Warm and unpredictable rains
Map Size	128 x 128
Guests	0 in park, $60 average cash per guest upon entry, 80 percent happiness upon entry, 0 percent hunger upon entry, 85 percent thirst upon entry, 50 percent ride intensity preference upon entry, guests arrive at a rate that is 35 percent lower than normal
Land Purchase Price	$75 per square
Land Easement Price	$40 per square
Cash	$8,000
Park Hours	7 a.m.—11:30 p.m.
Rating	798
Loan and Interest Rate	$8,000 at 8.9 percent
Maximum Loan	$16,000

Park Value	$19,974.90
Weather Conditions	62 degrees F, sunny
Date and Time	1 March, 9:30 a.m.
Entrance Fee	$5
Staff	None
Rides	Paradise Twister (coaster): Open, $5.50 ticket price, 72 percent reliability, 1 percent downtime (ideal ticket price $5.60)
Shops	None
Facilities	None
Awards Available	Worst Reliability: $300 penalty
	Best Reliability: $300 bonus
	Best Water Rides: $500 bonus
	Best Roller Coasters: $1,000 bonus
	Best Toilets: $300 bonus

Scenario Stats (cont.)

	Best Staff: $800 bonus
	Safest Park: $500 bonus
	Most Beautiful: $700 bonus
	Most Disappointing: $700 penalty
	Most Thrilling: $800 bonus
	Worst Food: $700 penalty
	Best Food: $700 bonus
	Most Untidy Park: $1,000 penalty
	Tidiest Park: $1,000 bonus
Rides Available	Coasters: Compact Inverted Coaster, Floorless Roller Coaster, Giga Coaster, LIM-Launched Coaster, Mine Train Coaster, River Rapids, Wild Mouse Coaster, Wooden Coaster
	Junior Rides: Snake Helter-Skelter
	Thrill Rides: Phoenix Twister
	Water Rides: Rowboats
	Gentle Rides: Trampoline
	Transport Rides: Chairlift
	Other Rides: Steeple Chase
Food Shops Available	None
Drinks Shops Available	None
Souvenir Shops Available	None
Facilities Available	Toilets
Scenery Available	Foliage: All Adventure, all Generic
	Fences: All Adventure, all Generic
	Structures: All Adventure, all Generic, Western Porch Pillars
	Path Extras: All Adventure, all Generic, photo spot
	Statues and Props: All Adventure, all Generic
	Queues: Adventure, Generic
	Paths: Asphalt, Crazy Paving, Dirt Track, Leaf
Objects Unlocked by Research	Coasters: Air Powered Vertical Coaster, Bobsleigh, Heartline Coaster, Inverted Vertical Coaster, Log Flume, Rafts, Reverser Coaster, Spiral Coaster, Splash Boats, Twister Coaster, Virginia Reel, Water Coaster
	Junior Rides: Floundering Ferry, Odyssey Ride
	Thrill Rides: Pirate Ship, Revolution, Rotor, Sky Sling, Swinging Inverter Ship, Zipper
	Water Rides: Bumper Boats, Canoes, Jet Skis, Mini Sub, Swan Boats, Water Tricycles
	Gentle Rides: Crazy Golf, Kara Oki Concert
	Transport Rides: Elevator, Mini Railway, Suspended Monorail Trains
	Other Rides: Mini Helicopters, Monster Trucks, Soapbox Derby Racers, Double Deck Observation Tower

Scenario Stats (cont.)

Objects Unlocked by Research (cont.)	Shops: ATM Cash Machines, Balloons, Coconut Drinks, Coffee, Cotton Candy, Crocodile Balloons, Drinks, Croctails Tropical Juices, Cutlasses, First Aid, Information, Lemonade, Moorish Kebabs, Parrot Balloons, Pirate Hats, Sandwiches, Souvenirs, Toffee Apples, Turkish Delights, Umbrellas		
	Scenery: Banner sign		
	Ride Events: Erupting Volcano, Oil Derrick, Shark Attack, Temple Boulder, T-Rex Attack		
		Limits and Conditions	None

note

DID YOU NOTICE?: Peeps will stop walking and watch some of the cooler stuff going on in your park, such as fireworks shows and coasters going through a loop.

Solutions for Paradise Island

Apprentice

Luckily, your park already has a high rating, but peeps only seem to trickle in, so immediately launch an ad campaign to boost attendance. Apply the steps outlined at the beginning of the chapter to keep your park rating high. Max out your loan and start improving the park. The Paradise Twister tends to malfunction, so keep a mechanic nearby and have the ride inspected frequently. Also start spending money now on researching new shops and thrill rides; you'll need them to get your cash flow flowing. And you'll need new shops and rides by the time you start working on the Entrepreneur and Tycoon objectives.

Entrepreneur

Keep the ad campaigns running to draw in more peeps. And add more shops and rides (especially high-capacity thrill rides) as research makes them available—don't forget to set prices at their respective sweet spots, and then add more staff members to take care of the new attractions. Hire a few entertainers to keep happiness levels high and wallets open. Pay down the loan and it's mission accomplished.

Tycoon

Stay aggressive with your ad campaigns to make attendance spike to meet your goal. Add two floorless roller coasters known as Rolling Thunder to complete the coaster objectives. Hopefully, research has added enough new shops and rides to the menu, so try to earn as much money as possible by adding more of them and adjusting

prices to their ideal levels. Set up a fireworks show for the visiting VIPeep and set his waypoints to take him from the park entrance to the fireworks show and back out again. When he approaches the show, set it off by adjusting the start time! The fireworks show is the perfect finale for finishing the last scenario of the game!

Success! You've completed all the scenarios in *RollerCoaster Tycoon 3!*

developer moment

ALEX AHLUND—Atari Intern and Associate Producer

There is a reason they call them thrill rides.

My first experience with a thrill ride was when I was just eight years old. On one summer-time family trip to Sweden, the land of my ancestors, my parents took me, my brothers, and my cousins to a local amusement park. The place looked like it was great fun, and our parents consented to allowing our little group to wander off by ourselves (just like in *RCT3*).

We wandered the park for a little while when we happened on the revolving rocket-ship ride. It was a tall tower built to look like a 1950s-style rocket-ship that sat atop a huge building. Protruding from the mid-point of the tower were long arms with little rocket cars at the end of each. The arms would move so the little rockets would orbit around the tower and passengers could raise and lower their rockets with a control lever in the front seat. It looked like a blast!

So, the decision was unanimous; THIS would be our first ride without parental supervision. After waiting in line for 20 minutes or so, we were all ushered aboard. My brother and I rode in one rocket together and my cousins rode in others. The ride started and I could immediately feel the tug of its centrifugal forces, not to mention feeling the Swedish summer air rushing against my face.

Without hesitation, I grappled with the controls and forced our little ship to maximum altitude! It was thrilling! (It was, after all, a thrill ride.) I strained to see my cousins' rocket, but I couldn't spot it anywhere. So I leaned out to look downward and spotted their pod; it was firmly locked in the lowest orbital altitude. My older cousin was seated at the control, terrified, while my youngest cousin was seated behind him pounding his hands on his brother's head to raise the pod up. But the older cousin was steadfast and refused.

Well, for an eight year old to see someone almost twice his age turn chicken in this kind of situation, the humor of the situation can become overwhelming. I laughed and chucked and chortled. It truly was the funniest thing I'd ever seen. And my older cousin was not amused by my laughter. He got the last laugh though, because all my laughter caused me to lose full control over my bladder and I had a little "accident."

Today, we still laugh about this experience, but this time, our trousers stay dry.

Peep Psychology

Park Guests (The Peeps)

If you've played *RollerCoaster Tycoon 3* at all, you've probably noticed the wide variety of peeps. And you've probably also noticed that they often move in groups and are quite expressive both with facial gestures and body language.

Peeps recognize each other as they walk through the park, greet each other and chat, loiter in groups, watch as something of interest happens nearby, run when in a hurry, and cheer when something great takes place. All of this means that as you build your amusement park, it will be teeming with life. Its population reacts to all your activities and appreciates the improvements you've made.

Fig. 4-1. Peeps breathe life into your amusement parks.

tip

The answer is: *More than 883,000!* The question? *How many different possible peeps are there?* Here's the low-down on how that number is calculated. There are 6 peep types (age and gender). Each peep type has 6 head designs with 16 variations of each, 2 shirt sleeve lengths with 15 variations of each and 2 pant leg lengths with 17 variations of each (plus females have 2 jewelry options). That brings the total to 881,280 different peeps. Adding all the possible combinations for staff uniforms and the game's VIPeeps, that total balloons to 883,109!

Creating the Variety

Frontier Developments, the developer for *RollerCoaster Tycoon 3*, considered several art styles for the design of the characters that would appear in the game. And because the game would use authentic *ride* designs and realistic scenery, the peeps would have look like they belonged among these objects.

At the beginning of development it was decided that the game's characters would not be designed in a photo-realistic way. Amusement parks in *RollerCoaster Tycoon* could attract more than a thousand guests, and rendering that many 3D characters on screen means that 3D models for the characters had to remain fairly simple. It's very difficult to depict real-looking humans using only simple geometry.

Sam Denney, the game's art director, came up with a character design style inspired by the works a number of artists and illustrators in France and Great Britain. It is an excellent balance between offering a wide range of characters and meeting the rendering limits of the typical home computer.

Another clever technique employed by Sam's art team was to create a set of heads, torsos, and legs. The game snaps these together randomly, displaying more than 800,000 possible characters from just 160 body parts.

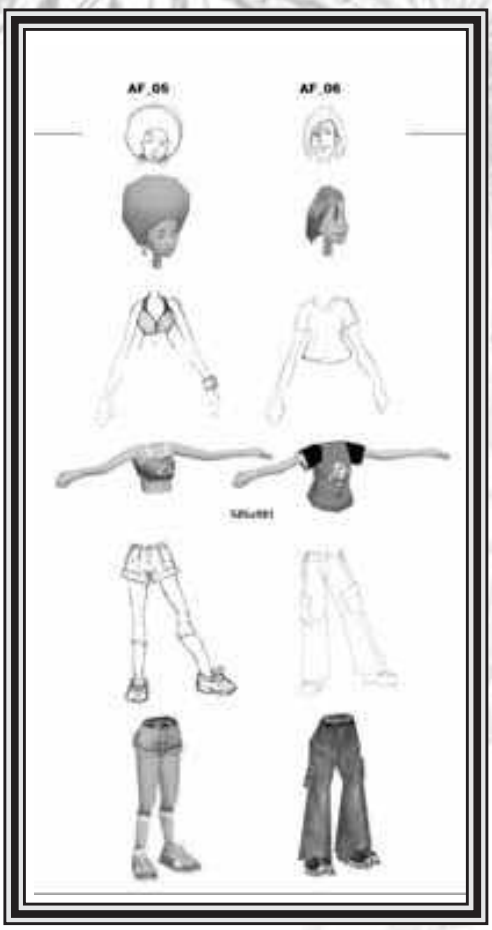


Fig. 4-2. Concept sketches illustrate the character design style.

Fig. 4-3. A peep's mood is as plain as the nose on his face.

Peep Behavior

The game's characters also have more than 150 different animations. So as you play *RollerCoaster Tycoon 3*, you can see the opinions of your park guests for yourself.

Peeps also have a wide variety of behaviors based on their preferences. The list of peep preferences is quite long, but it includes categories for ride intensity, nausea tolerance, food choices, musical tastes, appreciation for scenery, how money will be spent, tendency for socializing, responses to weather, excitability, shopping behavior, reaction to crowds, patience for standing in queues, price sensitivity, whether they walk in groups, hunger and thirst levels, happiness, how much money they are carrying, and so forth.

Keep a few key factors in mind. One is that peeps tend to move aimlessly through the park. So have objects of a particular type, such as food shops, spaced throughout your park. Creating one large food court will probably generate fewer sales than the same number of food shops distributed around the grounds.

Another factor to remember is that peeps are generally only aware of objects that are within a few meters (about the width of the square used for making footpaths). So, when you place a ride in your park, also extend the queue line so that it reaches several meters.

Peeps base their behavior on the general condition of your park, the time of day, and the season. Evening hours attract older crowds. Lack of security may result in vandalism. A shortage of nighttime lighting may raise some peeps' caution levels (or, in others, inspire a little romance). Shade trees and shelter compensate for your guests' reactions to weather. Tidiness and the reliability of your attractions result in guests spending more money.

Peep Thoughts

Along with the vast number of peep behaviors and preferences are the abundance of possible opinions. From time to time, examine what people are thinking as a clue to how you should make improvements.

Here's a tiny sampling of what your guests are thinking:

I'm lost!

Get me out of here.

I need to sit down.

There's litter on this path.

I'm really hungry!

Awesome music!

I feel very sick!

I'm not paying that much!

Hurry up! I want to go on a ride.

I'm not going on that ride while it's raining.

I want to go on something more thrilling.

I wish I had a camera.

Great fireworks!

I've been attacked by a seagull!

The hot dog stand has masses of toppings.

I'm a vegetarian.

I hate working here!

Run for it!

Ouch—that smarts!

I wish I was taller!

This is much better than last year.

And then I said to her...

My feet hurt!

Yeah, of course I love you.

I feel like someone is watching me...

Leave me alone!

Does my bum look big in this?

What a hunk...

Look at the bump-mapping on that...

:-)

This ride seems popular.

Why do I always end up paying?

OMG

That shark is made of rubber.

Say "cheese"!

Honey, the lens cap is on...

How does my hair look?

Look at that beautiful sunset.

Great weather for the ducks!

I don't like thunder!

I need some shade

I need a break from this!

I can see my house from here...

Fig. 4-4. Love is in the air.

Peep Groups

Park guests move together in groups. You'll see couples, parents with children, groups of teens, tour groups, celebrity fans, and school field trips.

tip

Peep groups have one leader who influences the behavior of the others. Click on a peep to open that peep's control panel and examine the list of group members. Then click on the leader's name to switch to that peep and examine his or her preferences. Place attractions in your park tailored for that peep and you'll find that when the leader uses the attraction, most of the peeps in that group will use it also!

Fig. 4-5. This family seems to enjoy this park.

Knowing that guests travel in groups like this helps you choose the right kinds of elements for designing and improving your amusement parks.

Creating Your Own Peeps

The game randomly generates the appearance of all the park guests, but you may create your own groups and customize their appearance. Add yourself and your family to the game or recreate a field trip from your youth.

Fig. 4-6. The Peep Designer.

The Peep Designer

From the main menu, open the Peep Designer. The main screen lets you add a new group, remove existing groups, and name your group. When you click on the button for adding a new group member, the Peep Editor displays; this is where you can customize the peep's name, appearance, age, and gender. You may set his or her ride preference. There's even a button that randomizes the look and attire.

When you're done creating a group, click the Save button. The next time you play, your group will be among the first to enter the park.

Your Peep Group in the Park

The game's dashboard contains a button for turning the group indicator on and off. When the group indicator is active, word bubbles with the peep's name appear over the heads of your peep group. This allows you to keep tabs on the group and see how they like your park.

tip

Any peeps you create always remain in your park. Use the Peep Group Editor to form many large groups. As you play a scenario, your groups are always there, and when the group leader uses a shop or attraction, the group follows.

Peep Photos

Many peeps carry cameras. If you place a photo spot scenery item in your park, passing peeps will stop and pose as the group leader snaps a picture.

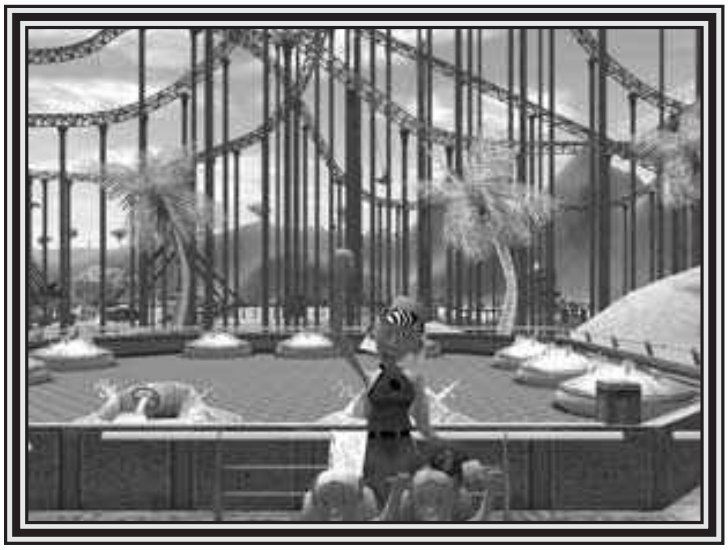


Fig. 4-7. Smile for the birdy!

The peep group you created will also do this, and the snapshots they take, as well as any candid shots taken by CoasterCams™ for the rides they rode, get saved to the *My Pictures* folder located in the *My Documents* folder. Then you can create a computerized scrapbook of the group's vacation to your amusement park and share it with your friends.

VIPeeps (Celebrity Peeps)

Some scenarios require you to satisfy a visiting celebrity, or VIPeep (Very Important Peep). Each visiting VIPeep wants to see a specific kind of attraction but has various tolerances to park conditions.

To complete a VIPeep objective, you must add an attraction that meets the visiting celebrity's preferences, define the route he or she will take through your park, and make sure the area near the route meets his or her standards.

Fig. 4-8. Setting up the route for the VIPeep.

Here's the best way meet a VIPeep objective. When the message console notifies you that a VIP has arrived, immediately pause the game. Double-click on the icon next to the message to move the game camera to that character, and then click on the VIPeep to open the character's control panel and study the listed preferences. Next, place an attraction in your park that offers the same level of intensity preferred by the VIPeep, and place waypoints starting and ending at

the park entrance that define a route through areas of the park that fall within his or her listed tolerances (don't forget to put a waypoint on the attraction). Finally, set the attraction to run in test mode, un-pause the game, and open the attraction as soon as testing is completed. Then sit back and watch the drama unfold.

The preferences and tolerances for VIPeeps vary, but the following things are important to take into account:

- The level of intensity they prefer for attractions.
- Their stamina (helps you determine how far to plan your route).
- How much nausea they can handle while on an attraction.
- How famous the VIPeep is (affects how peeps react when the VIPeep visits).
- Whether they want to view a fireworks show.
- Whether they enjoy a specific theme style.
- Whether their visit will include riding roller coasters.
- What excitement level they prefer when riding a coaster.
- How much they will tolerate autograph seekers.
- Their patience with attractions that break down.
- How litter affects their mood.

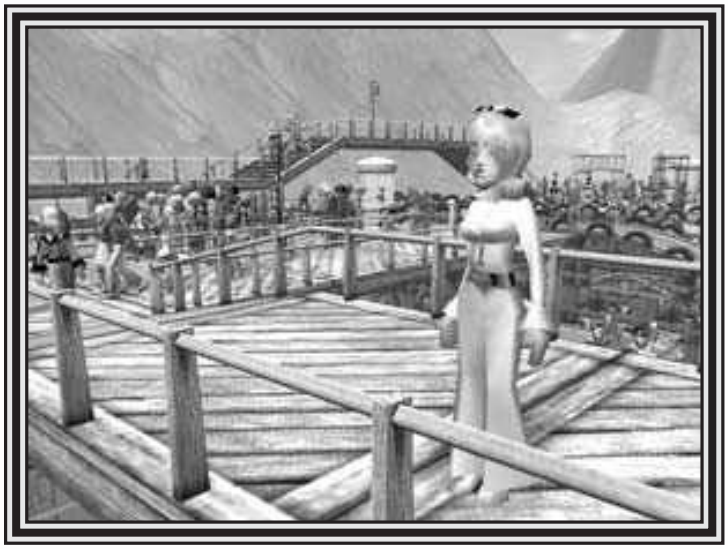


Fig. 4-9. Cami O loves a good joy ride.

Cami O

Star of stage and screen, the lovely Cami O attracts adoring fans wherever she goes. She is a trendsetter, a fashion expert, and an award-winning actress. She also has lovely penmanship (she dots the "i" in her name with a smiling heart). Though dramatic acting gives her personal gratification, she often fantasizes about being strapped to the seat of a barreling roller coaster.

Clint Bushton

A political candidate with influence at the highest levels of government, *Clint Bushton* often visits amusement parks to mingle with voters. A lot of rides and animated scenery have given him ideas for the defense department and space program proposals. And he can never resist a tasty hot dog or sweet cotton candy.

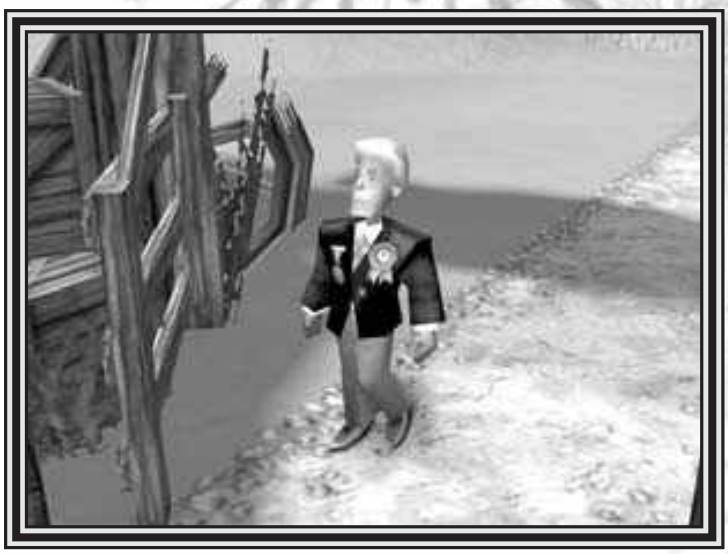


Fig. 4-10. Clint Bushton arrives to inspect your innovations.

Kara Oki

This rising pop star from the land of the rising sun loves to interrupt her world concert tour by skipping off to the nearest amusement park. The excitement Kara Oki enjoys during these visits boosts her adrenalin and gives her concerts the extra edge her fans enjoy. Who knows, she might even write a song about *your* roller coasters.

Fig. 4-11. Kara Oki gives your park guests something to write home about.

Joe Sluggerball

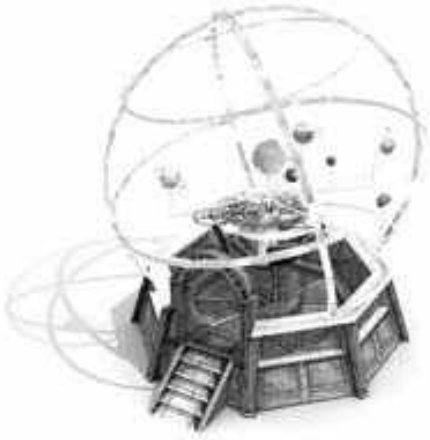
Fig. 4-12. Joe Sluggerball flashes his hall-of-fame smile for idolizing fans

Sports hero and baseball sensation *Joe Sluggerball* always hits a home run with his fans. For him, the only thing more exciting than hitting a grand slam is jumping into the seat of a thrill ride. He's always up for a cardiovascular workout so, for him, an exhilarating trip through the amusement park is like sliding into home base.

secret

SECRET ACCESS CODE NUMBER 2: 4100107

Here's the second access code for downloading one of the special objects from Prima's *Roller Coaster Tycoon 3* website *just for readers of this strategy guide*! It could be a new coaster, or a custom-created building, or even a whole new scenario—but nobody else has these special objects! Jot down these numbers in the spaces provided on page 318. Find instructions for using these codes there!



Building Paths

Park guests and employees alike travel on foot through your park on paths you've created for them. When the terrain won't accommodate level footpaths, or when the entrance and exit to a ride is high off the ground, you may even create footbridges and elevated platforms.

The path tools in *RollerCoaster Tycoon 3* also allow you to construct a boardwalk along the shoreline. You can create complex footpaths that include benches, streetlamps, trash bins, and much more.

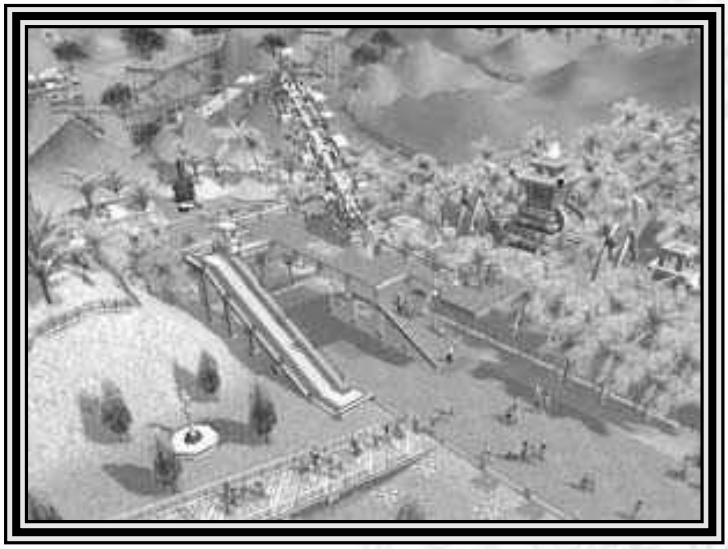


Fig. 5-1. Walkways and footbridges allow peeps to wander to every part of your amusement park.

Laying a Basic Path

Creating a footpath on the ground is practically as easy as drawing a line or stacking building blocks. But before you start adding pathways, use the terrain tools to level the area where you want to build a path. Level topography is much easier to pave. Begin laying your paths with just a click on the Path button.

Path Types and Styles

Path types come in two varieties, regular footpaths and queue paths (the waiting line for entrance to a ride or attraction). If you place a queue path to a ride entrance, the path attracts more peeps; peeps entering a queue path almost always stay in line and pay to ride the ride. If you do not use a queue path for the ride entrance but instead use a regular path, peeps will flock around the entrance of the ride and eventually become bored and walk off. Remember, adding a queue path to a ride results in earning more money from that ride!

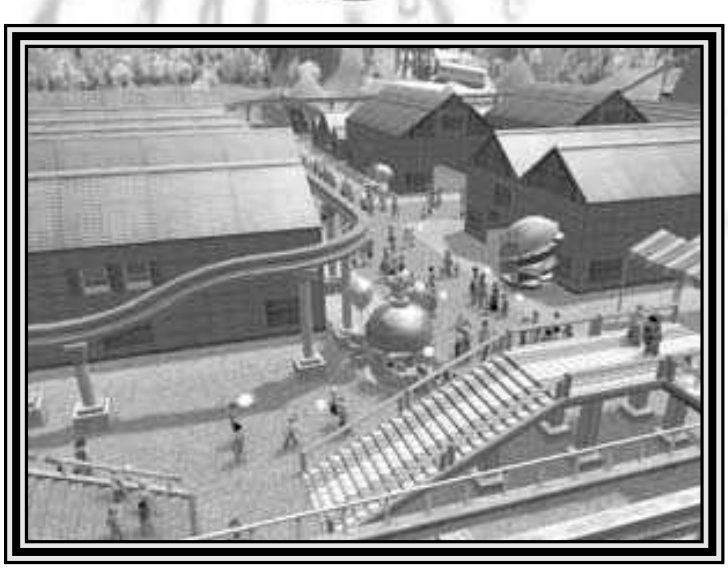


Fig. 5-2. Level topography is much easier to pave.

Regular paths, on the other hand, provide peeps with a way to roam around your park and allow the various attractions, shops and facilities to influence them. As mentioned in Chapter 4: Peep Psychology, in most cases, peeps are usually aware of objects that are a meter or two away. That's about the size of a single square of footpath. As you build your paths, put shops and facilities right at the edge of the footpath. Avoid long snaking paths to a single shop as peeps may never visit it.

tip

In some scenarios, you are not permitted change the shape of the terrain and yet it may be too irregular to place nice footpaths. In this circumstance, consider adding raised walkways over the terrain. And remember, you cannot build a shop, a ride, or any facility **on** a raised walkway; you may only add one **next** to a raised walkway. These issues are described in Chapter 7: Ride Construction and in Chapter 8: Shops and Facilities.

Path Styles

Each path type offers a good selection of design styles, including designs to match the theme of nearby scenery and rides. In addition, you can create a path two ways: using the path-drawing method, or path-building method. Both are very flexible and provide you with the means to efficiently build paths for any circumstance.

Fig. 5-3. Create raised walkways or decking on rolling terrain when changing the terrain is not permitted.

tip

When preparing the terrain for paths, don't use the other flattening tools that just flatten the terrain to where your pointer is located. **This is very important!** Adding a ramp to a footpath raises the path by one meter, and adding a stairway raises the path by two. If the terrain at the ground level **and** the ground at the upper level have both been flattened with this terrain tool, the footpaths, ramps, stairs, and raised walkways will snap to the ride entrance and exit naturally.

Path Building

Path building is the default method for adding paths. In path-building mode, you create paths the same way you lay tracks for a track ride.

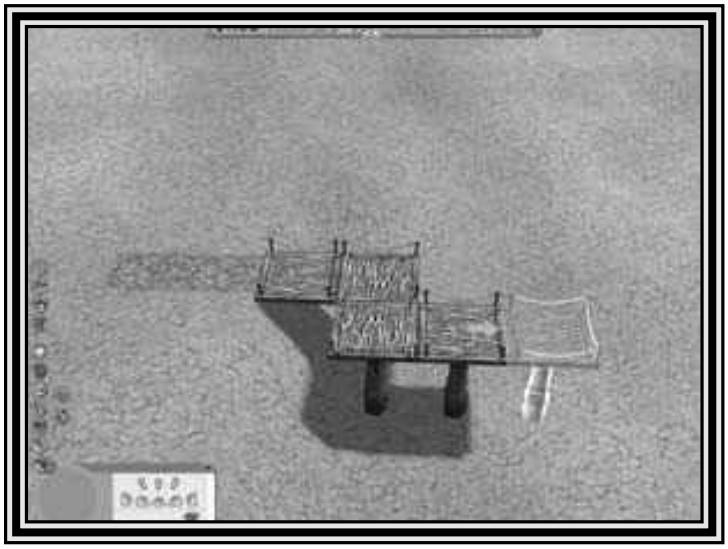


Fig. 5-4. The path-building toolbox is similar to the one for building track rides.

Before you can create a path in this mode, you must first designate a path starting point by clicking where you want to start laying a path. Then, click on any of the path pieces in the path-building toolbox. A simple click adds ascending ramps and stairs, descending ramps and stairs, straight sections, turns, and corners. You can switch to different path surface textures, and you may switch between regular and queue paths.

At any time, you can add a raised path piece by selecting a path piece, holding the mouse button down, pressing Shift, and then dragging the pointer up or down. When you release the mouse button, a raised path piece is added where the pointer is located.

Fig. 5-5. Adding a raised path piece.

Path Drawing

Path drawing was pioneered in *RollerCoaster Tycoon 2* and offered a more powerful, though more complex, system for adding pathways to your amusement parks. It uses the fewest clicks but is also a bit unconventional. This section demystifies the path-drawing feature.

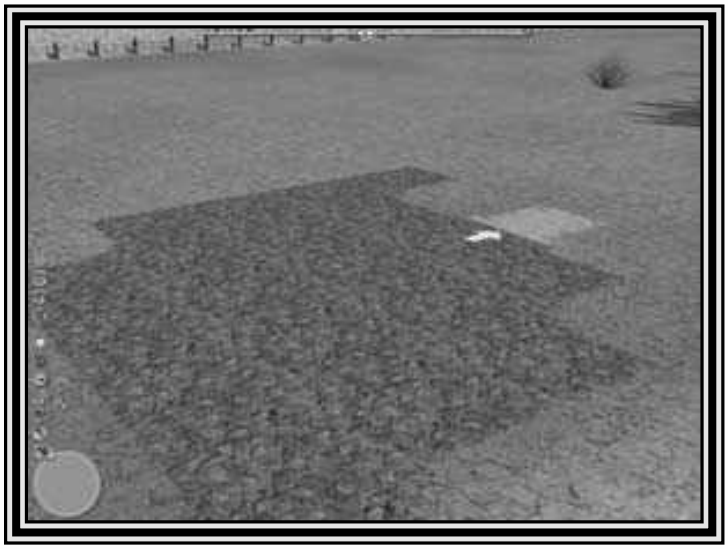
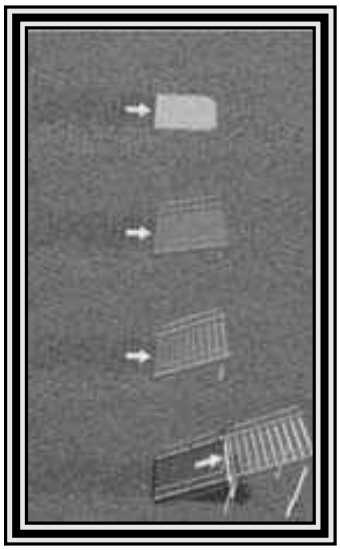


Fig. 5-6. The path-drawing interface.

After choosing the path-type (regular or queue path) and surface design, draw a path on the ground by dragging the pointer across it while holding the mouse button down. Add more path pieces one at a time by moving the pointer to the edge of a path until an arrow appears at the path edge, and then click on the arrow. The game automatically advances the camera, allowing you to click rapidly to add many path pieces without moving the pointer.

To add an ascending ramp, move the pointer to the edge of a path until an arrow appears on the path edge, then hold down the mouse button and nudge the pointer up a little until the outline of a ramp appears. Release mouse-button and *voila!* You've just added a ramp! Adding a stairway requires the same steps, but nudge the pointer up just a little more until the ramp turns into a stairway. Create descending ramps or stairs using these same steps, except you nudge the pointer down.



After you've added your first ramp, stair, or raised platform, just click on the arrow at the edge of the pathway to create an identical one. The game advances the camera just as before, allowing you to click rapidly to place several path pieces without moving the pointer.

It takes a little practice to get the hang of path drawing, but you may find you prefer this method after a while.

As with path-building mode, you can add a raised path piece in path-drawing mode any time by holding the mouse button down, pressing Shift, and then dragging the mouse up or down. A raised path piece is added where you released the mouse button.

Fig. 5-7. See the sequence of steps for adding ramps, stairs, or platforms.

tip

This edition of *RollerCoaster Tycoon* allows you to build a path by starting from a ride entrance or exit. Just choose a path type (regular or queue path) and the design style, move the pointer to the edge of the entrance or exit until an arrow appears at the edge, and then click on the arrow. Proceed with your path building as before. If you are in path-building mode, you must click the entrance or exit to designate it as your starting point, and then use the path pieces as you did previously.

Deleting Paths

There are two ways to delete a path piece: right click on the path piece while in either path mode, or click on the Trash Can button and use either of the options for demolishing items.

Adding Path Extras

Under the Scenery button is a button for adding path extras. These elements may be placed only on a path. Path extras include park benches, streetlamps, trash bins, signs, a photo spot (to designate where peeps take pictures of each other), and TV screens (to keep the peeps entertained while standing in a queue). These path extras can be placed on both standard and queue paths.

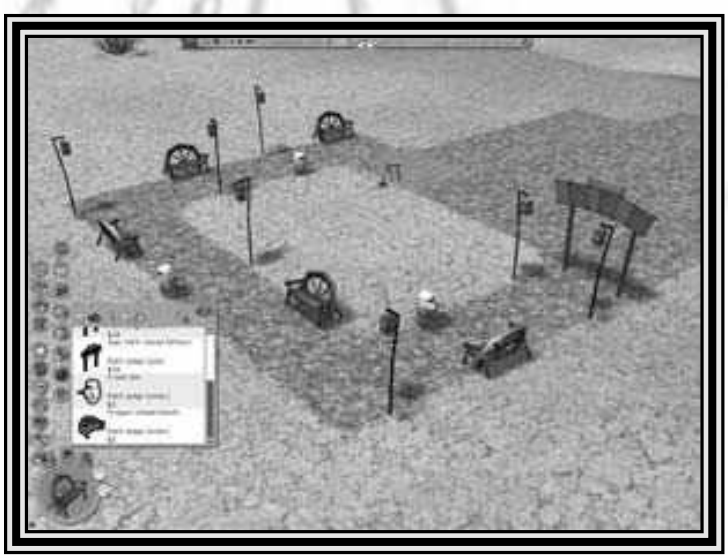


Fig. 5-8. The path extras list browser

Click on an item in the scenery list browser for path extras, and the scenery item gets attached to the pointer. Move the pointer to a path and when the path square turns blue, click to drop the object on the edge of that path piece.

In all but a couple of instances, you may even designate on which edge of the path to place the path extra. To do this, first select the path extra from the scenery list browser, and then carefully position the pointer over the edge where you want the item placed. If the path square turns blue, just click.

Adding multiple copies of a path extra is almost like using a rubber stamp. Just click in the scenery browser to select a path extra, and then click on each spot in the park on a path where you want it placed.

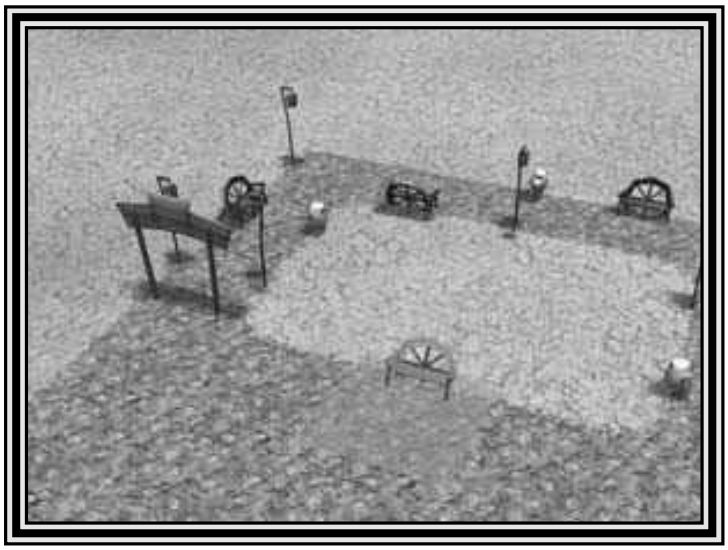


Fig. 5-9. When the path square turns blue, click to drop the path extra object there.

caution

Do **not** create paths that use regular paths and queue paths mixed together. This will confuse the park guests who will become hopelessly lost. Use a queue path only to connect a ride entrance to a regular path.

developer moment

DAVID WALSH—Managing Director, Frontier Developments

It's true what they say about the things you don't notice: They make a game so much better. My background is engineering, so I take personal pride when our games achieve a certain degree of realism that improves the overall gameplay experience. I use the word "realism" and not the word "realistic" because there's little in *RollerCoaster Tycoon 3* that is "realistic." Rather, the "realism" I'm referring to is regarding the physics in the game.

Watch as the chair swing as the ride spins up and the guests are momentarily jostled right before the ride starts to spin. And observe how the cars on an inverted coaster sway while going through a corkscrew or looping track. The directive we gave to Jon Roach (the game's lead programmer) and his talented team of code warriors was to examine every single thing in the game that might move, and then base that movement on real-world behavior. I'd say they accomplished those goals in "spades." The fact of the matter is that if we simply mocked up the physics in the game rather than basing them on real-world physics modeling, you'd be seeing a game that looked like a cheap imitation. And that would never do!

Here's a little nugget I think you'll find interesting. Remove a track piece from a roller coaster so that its cars derail and fly into the crowd and observe how the peeps bounce around like bowling pins and then stand up, dust themselves off, and go about their business. We've added several *niceties* like this that are yours for the discovering, unless this strategy guide gives them all away.

note

Yes we give these away in Chapter 3: Scenario Spoilers.

By the way, in case you were wondering, peeps don't die in *RollerCoaster Tycoon 3*, they just evaporate and appear elsewhere in the park.

I also want to toot our own horns a little by mentioning that development for this game was completed in just 18 months and that our original end date was moved in by 30 days (for sound commercial reasons, of course). If you've followed any of the news from game development circles, you'll understand that this is unprecedented in today's climate, especially since higher-quality games like this one tend to be in development for years. Our well-gelled team and our partnership with Atari resulted in this tremendous success story and a game that seems to have struck the right note with *RCT* players.

Terrain Tools

Many amusement parks in the real world have been built on hilltops, along a sloping shoreline, or in a valley surrounded by mountains. You can bet much of the terrain for these parks was sculpted to accommodate rides, footpaths, and the scenery vistas, and that great care has been taken to nurture the gardens and groves within.

RollerCoaster Tycoon 3 also requires park building to include some degree of terrain management. The terrain tools allow you to mold the acreage in your park to your heart's content. And after you're happy with the shape of the land, you can decorate it with flower beds, trees, shrubs, and scenery. (See Chapter 9: Scenery and Customized Building for more information on spicing up your parks.)

Fig. 6-1. Park-building may require you to sculpt the terrain.

Land

Owning Land

Before you start using the terrain tools, check to see what land your park already owns. Open the Park Operations dialog box (found among the Park Management buttons), click the Land and Status button, and then click on the Buy Land button. This causes the game to display a blue grid on the ground, indicating what parcels of land you own.

note

Some scenarios prohibit changing the terrain.

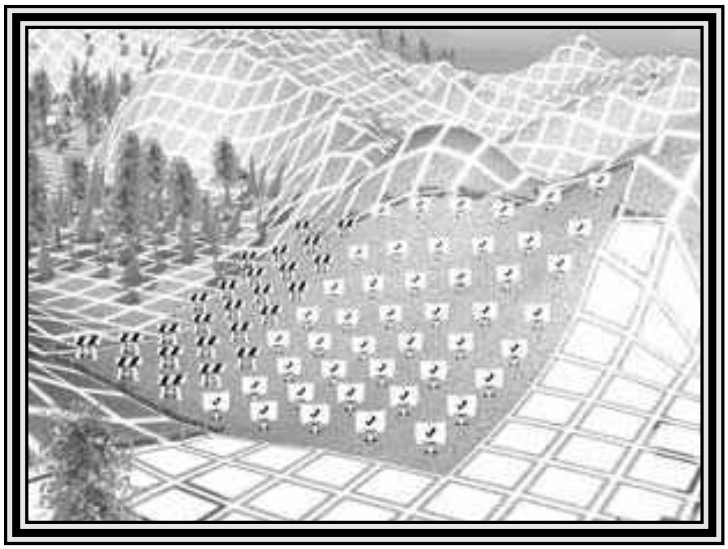


Fig. 6-2. Land owned by your park is marked by a blue grid. Land for sale has a sign on each parcel.

The little "for sale" signs on each square show land that may be purchased. Buy land by holding the mouse button and dragging your pointer over the parcels that are for sale. The purchase price of the land is deducted from your cash holdings as you buy land. Some of the land parcels can be purchased only after you've solved some of the scenario's objectives—these are marked with a grid of solid squares.

caution

Once you purchase land, you may not sell it again, so be careful to purchase only the land you intend you develop.

note

You may use terrain tools only on the land your park owns.

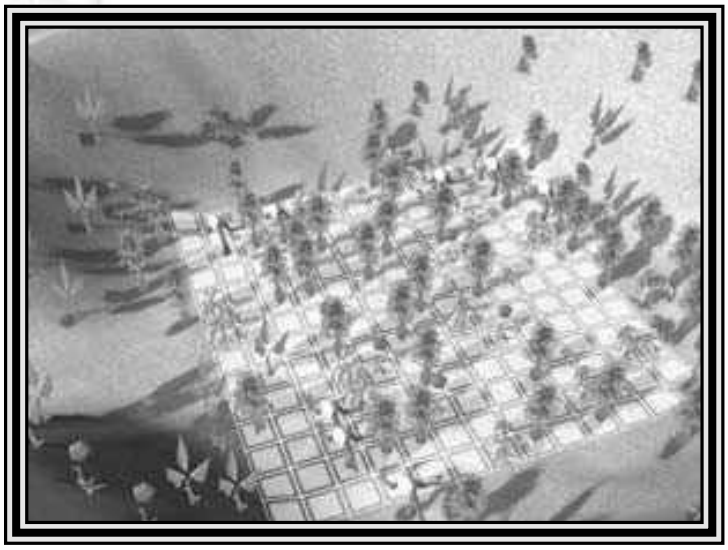


Fig. 6-3. Mark an area you want to clear.

Clearing Land

If the terrain is covered with foliage or a heap of abandoned scrap, you can't add rides or attractions to those grounds until the terrain is cleared. Use the Trash Can button to clear land with either of the two methods offered. One way is to select a whole area of land, and then delete everything in one click.

If you want to be more selective about what's removed, use the single object option, where you must click on each item to remove it. If you're using the demolition tools to remove shops or attractions, the game warns you and asks you to confirm if you really want to delete these objects.

caution

The game does not offer an undo option, so take great care when using the demolition tools. And make sure you save your game often so you can restore to an earlier save in case you make a mistake.

View Options

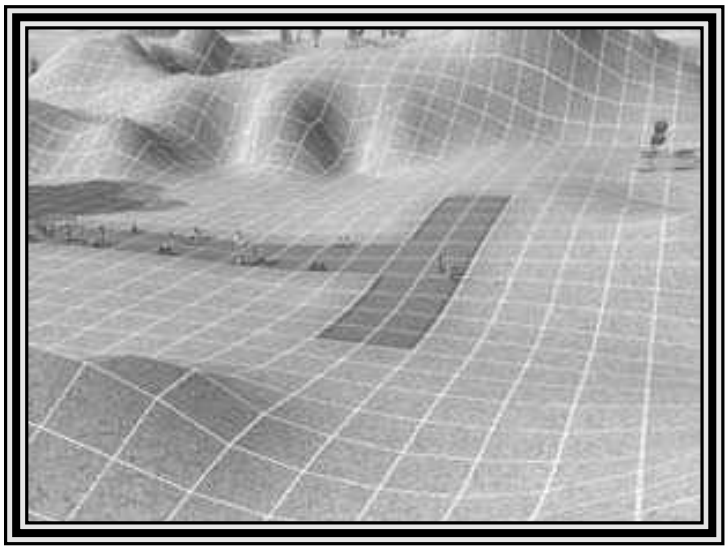


Fig. 6-4. The terrain grid helps you see the terrain's subtle rolling features.

Terrain Contours

See the topography of the terrain by turning on terrain contours, which are lines drawn onto the ground much like what you see on survey maps. The contour lines indicate how the elevation changes and what areas are of equal height.

As you go through the steps to change the shape of the terrain, you may also find it useful to see how the terrain is contoured, or to hide certain things that would otherwise obstruct your view of the terrain. The View Options buttons are just the ticket!

Terrain Grid

Turning on the terrain grid draws a grid over the terrain, helping you identify the subtle rolling features of the land, square by square.

Fig. 6-5. Contour lines help you identify what areas are of equal elevation.

Peeps, Supports, and Scenery

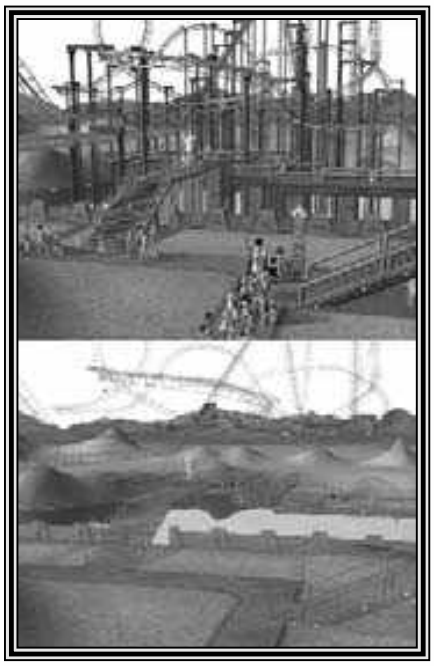


Fig. 6-6. A view of your park with peeps, ride supports, and scenery grayed-out.

To focus just on the scenery and terrain features, you may find it useful to gray-out the park guests or to gray-out the support pilings for any raised structures or tracks, giving you an unobstructed view of the ground below. The Peeps button and Supports button serve just that purpose. You may also gray-out the scenery by clicking the Scenery button.

tip

Change the transparency levels of grayed-out objects by opening the Game Options dialog box to the graphic setting section and moving the visibility alpha slider.

Fig. 6-7. Ride height and path height markers turned on.

Ride Height and Path Height

Some of the restrictions imposed in a scenario may include limiting the maximum height to which you may build a ride. Click the Ride Height button to turn on ride height markers. Sometimes, you need to know if a pathway you've built is tall enough to connect to a raised area, or if a footbridge is high enough to go over a structure or ride. Click the Path Height button to see height markers for your paths.

Terrain Tool Options

Terrain Brush

You've checked to see what land you own and cleared the area of any trees and old structures that prevent you from building there. You're almost ready to begin sculpting the land, but first, you must make sure the brush size is exactly what you want.

When the Terrain Tool buttons are shown, a red grid is projected on the ground and tied to your pointer. This is the terrain brush.

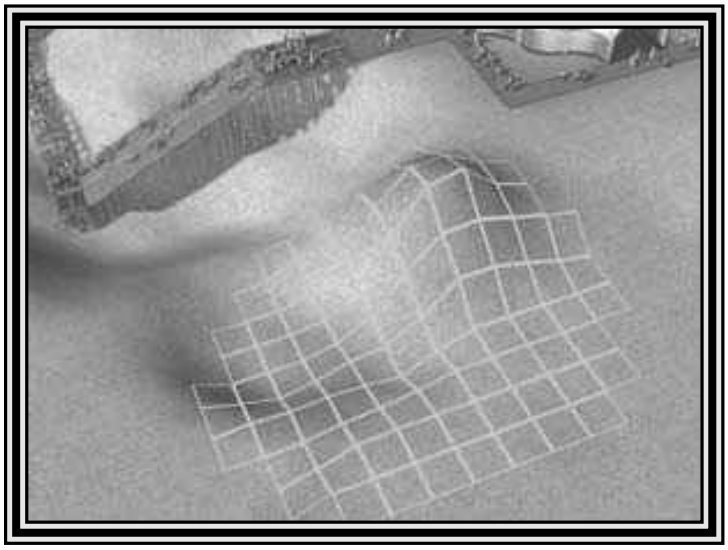


Fig. 6-8. The terrain brush shows the area that will be affected by the terrain tools.

To change its size, open the terrain constuction panel by clicking the Terrain Tools button and then click the up and down arrows found there.

Editing Modes

Next, decide what terrain editing mode to use. The game offers two ways to edit terrain: spray mode and pulling mode.

Spray Mode

If you select spray mode, holding the mouse button and dragging causes the terrain to rise, lower, or flatten for the area you are spraying with the terrain brush. In spray mode, the terrain rises or lowers more the longer you hold down the mouse button.

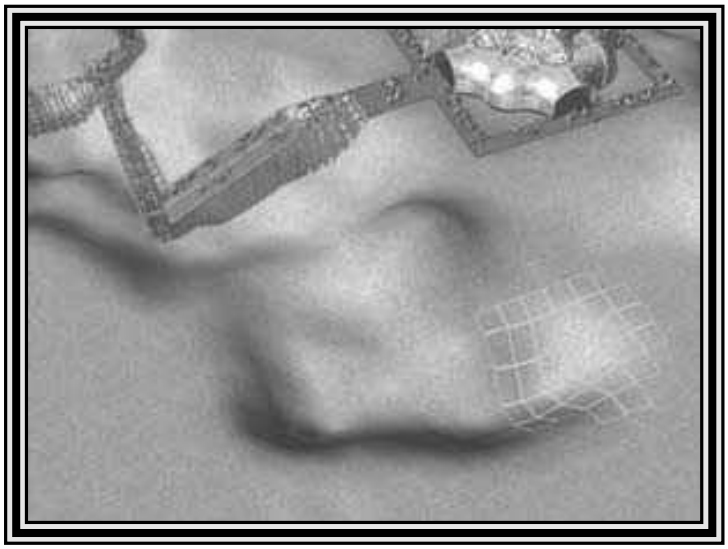


Fig. 6-9. Spray mode affects an area as you drag the brush over it.

Pulling Mode

With pulling mode selected, the terrain may be raised, lowered or flattened by dragging the pointer up or down, causing an area of land equal to the size of the terrain brush to rise and lower.

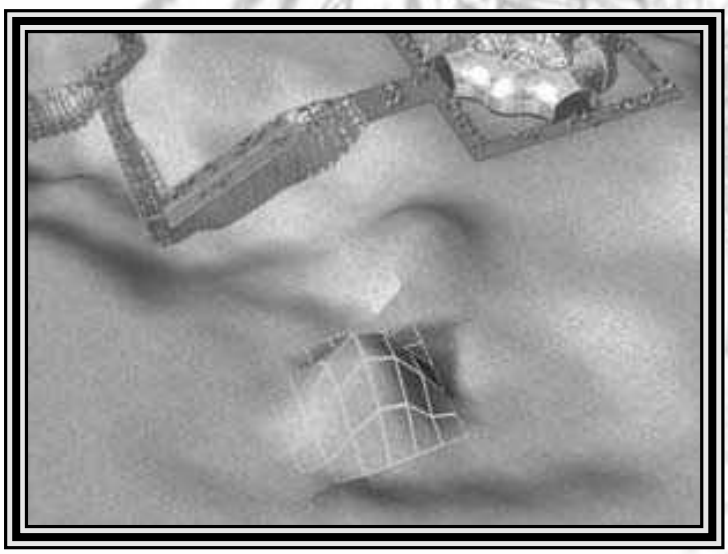


Fig. 6-10. Pulling mode allows you to raise and lower an area by dragging the brush up or down.

Terrain Tweaking Tools

All the other tools for shaping terrain smooth the terrain by sloping neighboring areas. If you want to affect just the terrain under the terrain brush, use the terrain tweaking tools.

The method for changing terrain with these tools is the same for each; move the terrain brush to the area you want to edit, hold the mouse button, and then drag the pointer up or down.

tip

If your brush size is a single square, you can affect just the sloping properties of a terrain square's edge or corner. Move the pointer over a single square until the edge or corner becomes highlighted, and then hold the button and drag the pointer up or down to change the slope.

caution

Terrain editing costs money, so make sure you have lots of cash on hand before starting.

When using the tweaking tools, you'll notice the terrain taking on a blocky shape, exposing sheer edges or cliffs.

Freeform corner pulling raises and lowers the terrain under the terrain brush as you drag the pointer up or down.

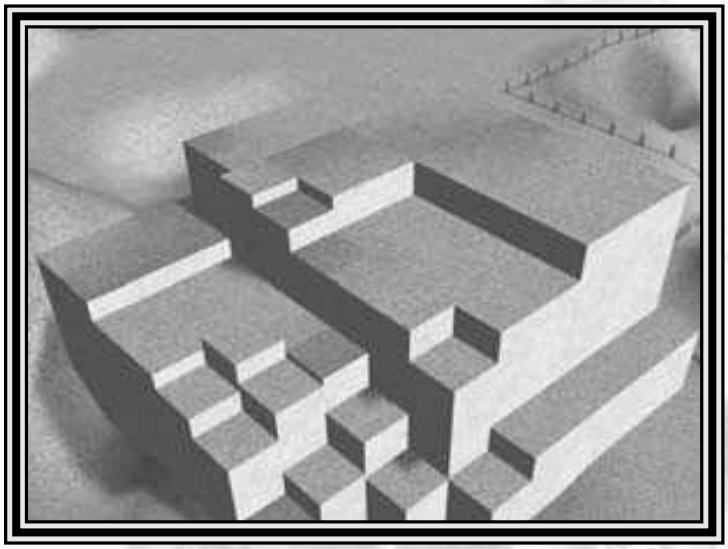


Fig. 6-11. Freeform pulling results in blocky-looking terrain.

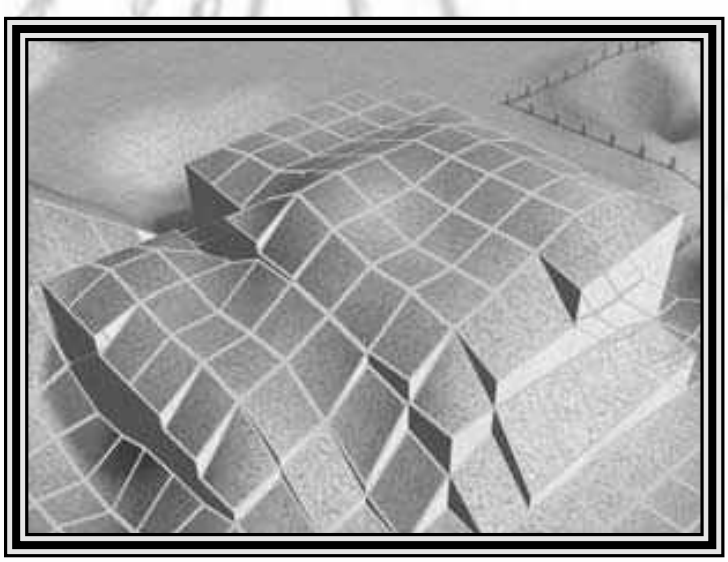


Fig. 6-12. Snapping corners to neighboring edges smoothes the blocky features a little.

Snapping corners to neighboring edges helps hide the sheer faces of raised terrain by sloping the terrain tiles so the edges connect to each other.

Fig. 6-13. Terrain is snapped in increments, ideal for adding paths and rides.

Snapping terrain to heights for paths and rides raises and lowers the terrain under the terrain brush as you drag the mouse up and down, but does so in whole number increments for rides and paths. (See Chapter 5 for more details.)

Terrain Smoothing Tools

Sometimes you just want to adjust existing terrain without making radical changes. At other times, you want to remove all variations in an area and flatten it completely. When you want a happy medium between the two, you want a tool just for this purpose. The smoothing tools are flexible and powerful.

Remove Cliffs

For those areas with exposed sheer faces, dragging the mouse pointer while using the remove cliffs tool causes the area under the terrain brush to become less blocky, with more organic-looking contours.

Create Cliffs

Just the opposite of the Remove Cliffs button, dragging the pointer while using the Create Cliffs button removes the contours, leaving behind a blocky-looking terrain.

Flatten Terrain

When you drag the pointer while using the Flatten Terrain button, the surface under the terrain brush is flattened to the elevation under the pointer.

Flatten for Rides and Paths

This works just like the flatten terrain tool, but raises or lowers the area under the terrain brush to a whole number. This is important when you want to connect two areas using pathways.

Flatten Dynamically

This tool uniformly flattens the terrain to the elevation where the pointer was located when you first started dragging it.

Averaging Terrain

Dragging the pointer with the averager activated reshapes the terrain under the terrain brush to levels somewhere between the highest and lowest points.

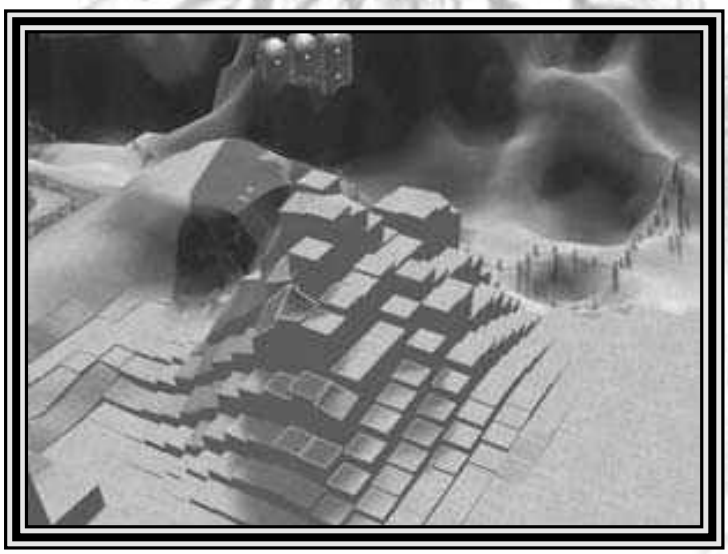


Fig. 6-14. A blocky-looking formation.

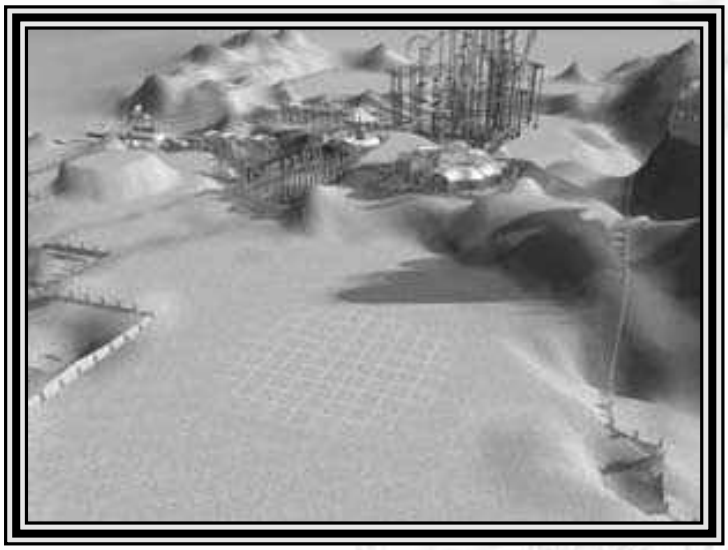


Fig. 6-15. The effects of flattening land.

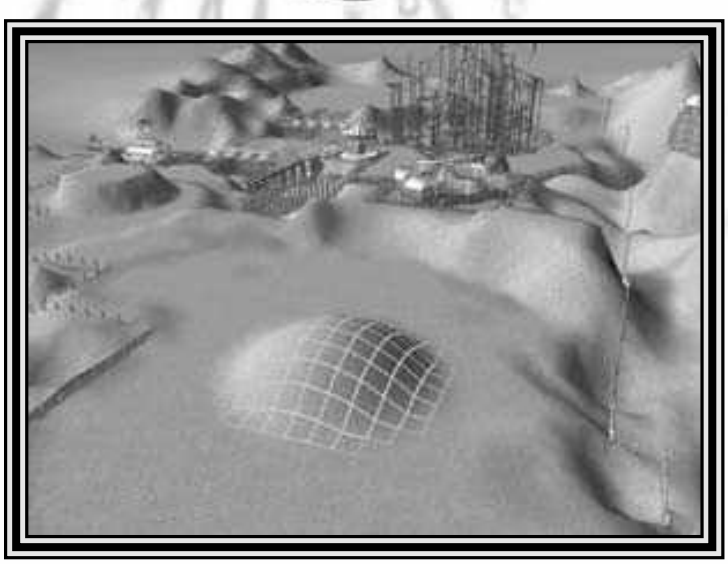


Fig. 6-16. A typical hill formation.

- Mountain—Raises the area under the terrain brush so the peak is more pointed.
- Mesa—Raises the area under the terrain brush to a formation with a flat top and sheer sides.

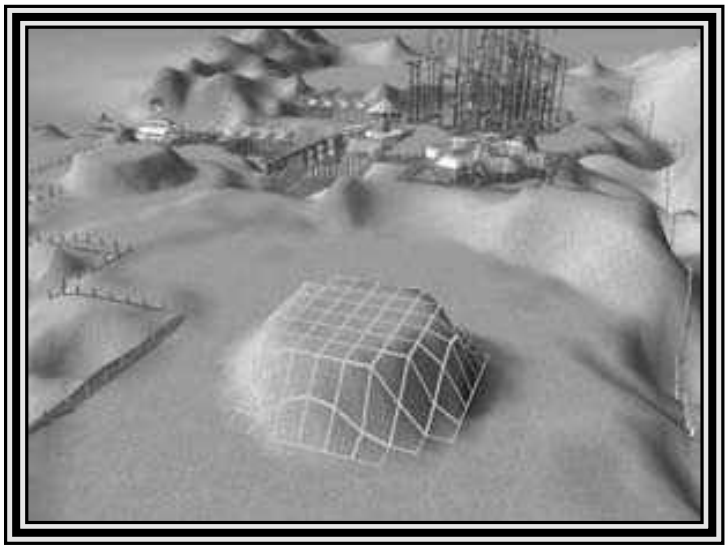


Fig. 6-18. The mesa is a formation common to the American Southwest.

Raising Terrain

Dragging the pointer around the terrain with any of these tools raises the elevation with varying degrees of steepness.

- Hill—Raises the area under the terrain brush by forming gradual and gentle slopes.

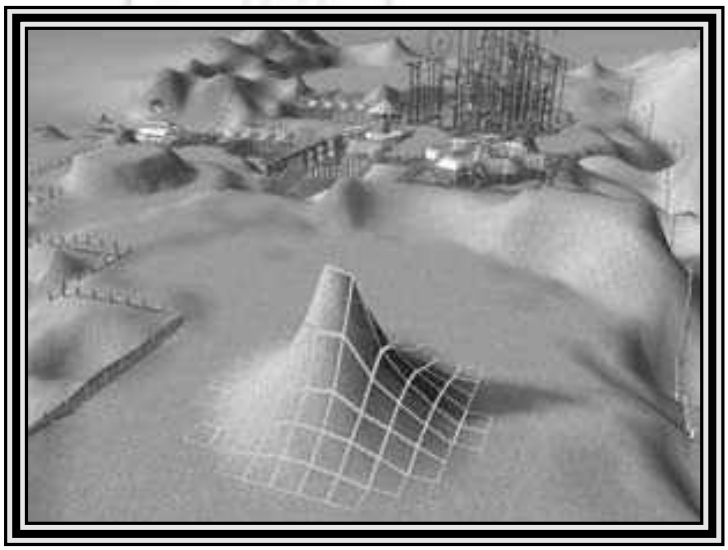


Fig. 6-17. Notice how a mountain is more pointed than a hill

- Ridge—Raises the terrain under the terrain brush to form a peak that is slightly less rounded than a hill but not as pointed as a mountain.

Lowering Terrain

The lowering terrain tools behave the same as those for raising terrain, but dragging the pointer with these tools has the opposite effect.

- Trough—Lowers the area under the terrain brush by forming gradual and gentle slopes.

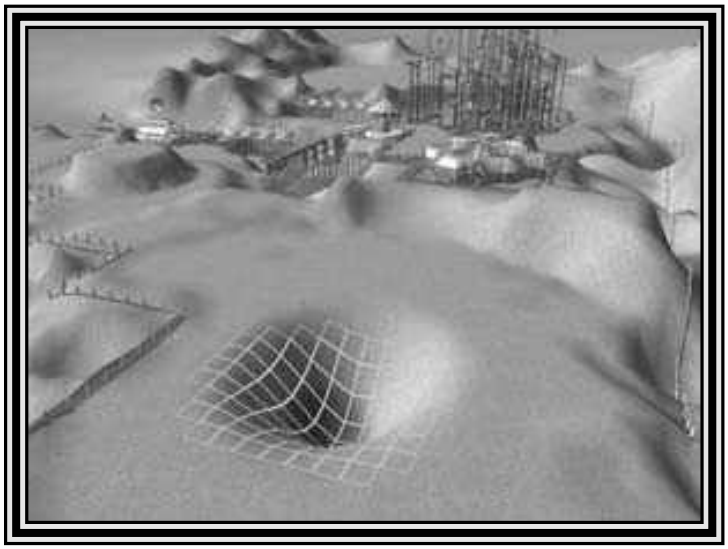


Fig. 6-19. Lowering terrain is as easy as raising terrain.

- Crater—Lowers the terrain under the terrain brush with edges that are slightly steeper than a trough.
- Canyon—Lowers the terrain under the terrain brush with sheer edges.

Auto-Shaping Terrain

As you add any object to your park, you can force the terrain to conform smoothly to the object's shape by holding Ctrl as you place the object. You may also cut the terrain around an object you are placing by holding Alt as you drag the object around and release it.

Terrain Textures

You can select the color of two kinds of terrain features: the surface, and the sheer edges (or cliffs) that are exposed when terrain has a blocky formation.

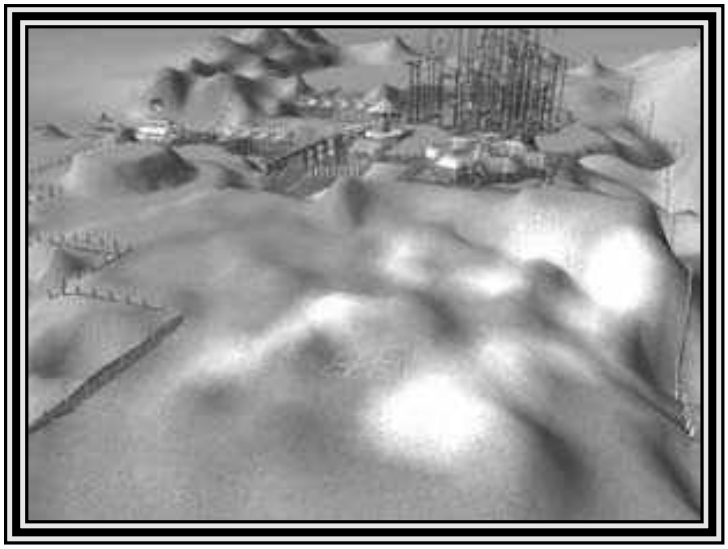


Fig. 6-20. Intricate surface textures are simple.

Surface Color

You may color the terrain's surfaces by using any of a dozen materials ranging from ice and snow to mud, stone, or grass. On computers with higher-end video cards, you can even blend many of these to form complex textures. Color the terrain surface the same way you did when using the other terrain tools; adjust your brush size, pick a color, and hold the mouse button and drag your pointer across the terrain.

Cliff Face Color

Change the appearance of the cliff surfaces in the same way as changing the texture for terrain surface. The texture choices are limited to just 6, and range from slate and stone to mud and granite.

Water

Bodies of water really add to the aesthetics of an amusement park. With a cleverly designed waterfront, your park can be elevated from beautiful to stunning! Several rides depend on water being present. And though adding water is simple, there are a few tricks for preparing bodies of water for rides.

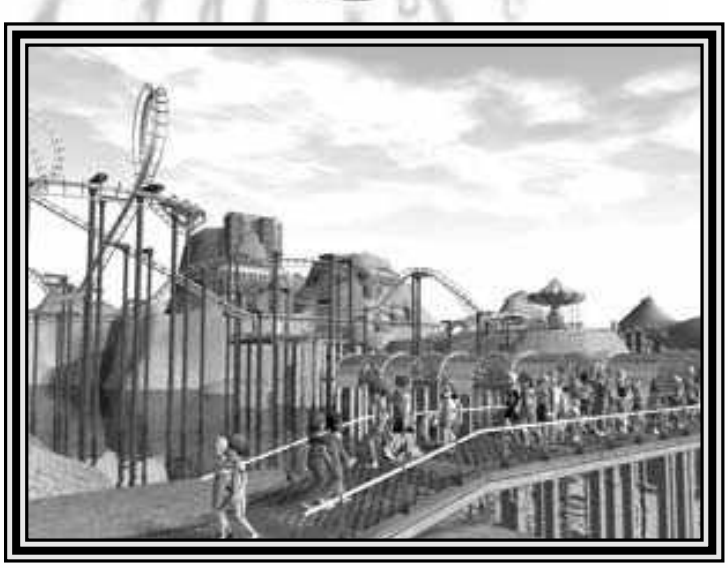


Fig. 6-21. Water adds a stunning degree of beauty to your parks.

To add a body of water, lower an area of terrain where you want to add water, click on the Water button, and then click on the lowered area. Water fills the area to where you clicked. Easy, right?

But to prepare a body of water for a ride, you have to go through a couple of extra steps, including using the terrain tool for flattening an area to increments for rides.

note

You may not remove water without first demolishing any water rides constructed there.

tip

Several water rides and scenery items require you to place them underwater, or have their loading station at the water's edge. Even though the game does not offer a specific tool to prepare water bodies for rides and paths, follow these steps before dropping in your submarine or jet ski.

First, flatten an area to an elevation using the same terrain tool you would use for flattening an area for rides and paths. Next, dig a hole where the water will go and then add any underwater scenery. Finally, add water.

Now, select a water ride and use the track-piece toolbox to select the ride's loading station. Place it in the lake area near where the water's edge will be. After you've placed the loading station, add more track pieces to complete the construction of your ride, and select your entrances and exits.

Build paths from the ride entrance and exit to the nearby terrain. Your first water ride is born!

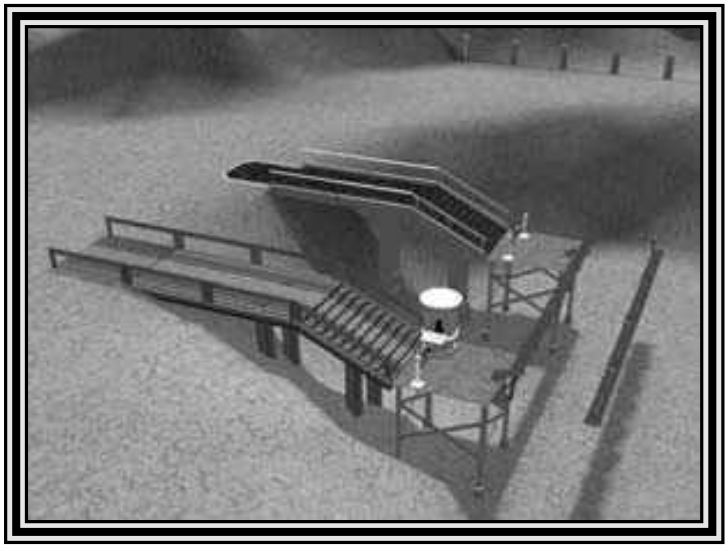


Fig. 6-22. Here's an area properly prepared for a water ride. Just add water!

Building Flat Rides and Other Attractions

Kinds of Rides

Coasters and other rides created with track-pieces (such as transport rides, water rides, and miniature golf) are covered in Chapter 13: Building Coasters and Track Rides.

Commonly referred to as flat rides, the rides referenced in this section are the ones that do **not** move along a track, but rather occupy a fixed space. The rides pick up passengers, toss them around in various ways, and then drop them off as the next group loads up. You'll probably recognize several of these rides, as they've been inspired by real-world counterparts.

tip

Avoid putting a ride **on** a walkway. It might make sense to pave an entire area and then drop a ride down on it, but that's not how *RollerCoaster Tycoon 3* works. Flatten an area first using the terrain tools, then build a ride, and then add the pathways. If you place a ride on pathway, the game may interpret this as you wanting to build the ride *above* the path, and you could unwittingly create a ride with entrances that peeps might not find!

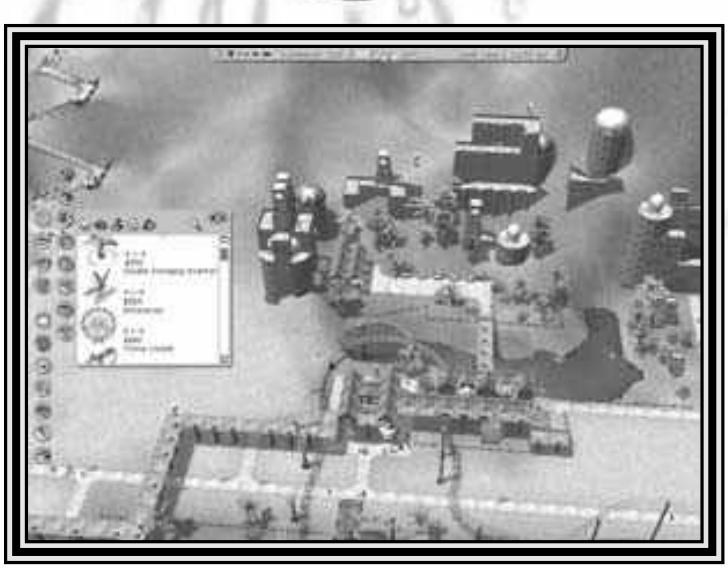


Fig. 7-1. The ride list browser gives all the details for each ride.

The ride list browser gives you an excellent preview of what each ride looks like, how much space it will take up, and its cost. Once you place the ride in the park, you have a host of settings and options for the ride.

tip

The best strategy for using these flat rides is to cluster them in groups so that the EIN numbers (excitement, intensity, and nausea) are different. For example, put one or two highly exciting rides next to a medium-rated ride or two, accompanied by one or two low-intensity rides. That way, when a peep exits a ride that made him feel nauseous, he doesn't hesitate to go on another ride, but chooses one that has lower EIN ratings. In addition, peeps arriving at such a cluster most likely will find rides to their liking.

A full listing of rides and attractions is presented in Chapter 18: Reference Guide and Cheats.

note

Scenarios may restrict what rides are available and whether you can change the admission price. Sometimes new rides can be added to the ride list browser only by spending cash on research.

Junior Rides

The nine junior rides are designed (as you might expect) to appeal to the younger peeps. Peeps arriving during the day tend to be young ones, and the rides designed to appeal to them are found under the list of junior rides.

Fig. 7-2. Kids just love a whirl on the spinning tea cups.

Each theme has at least one junior ride, so when objectives require the use of just one or two themes, you'll have no problem covering junior rides. The EIN values are in the low to medium range.

tip

In a couple of scenarios, the park is restricted to daytime hours. That's a hint that young peeps will be the dominate age group. Put junior rides down near the entrance to take advantage of the daylight-only constraint.

Thrill Rides

Twenty-nine different thrill rides are offered in *RollerCoaster Tycoon 3*, fitting most theme designs and a wide range of EIN ratings. These rides cater to the fun-loving teens and adults who visit your amusement park any time, but especially at night. In a few cases, "you must be this tall to ride this ride."

In spite of the fact that these are called thrill rides, not all these attractions have high EIN numbers. In fact, several rides in the thrill ride list browser have EIN values as low as some of the junior rides.

Gentle Rides

Not all the 17 gentle rides are truly gentle. One of the gentle rides has a high nausea rating and a few have medium excitement levels. But for the most part, the gentle rides are for peeps whose energy reserves are low, but who still want to be entertained.

Fig. 7-3. Just lookin' at some of these thrill rides makes me woozy.

Gentle rides are for all ages and are family friendly. And, yes, you can ride the bumper cars; you just can't *drive* the bumper cars.

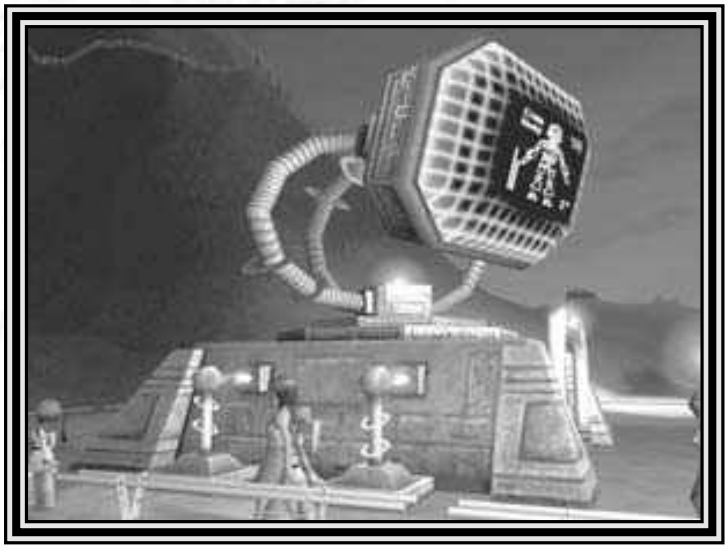


Fig. 7-4. I wonder if this arcade has *Asteroids*?

Ride Settings

At first glance, you might conclude that you can't customize these rides much. But that is not the case at all!

Most notable are the options for renaming the ride, altering the key colors for the attraction and queue line, changing the uniform of the attendant, and assigning a piece of music for the ride! You can select what kind of ticket booth and exit turnstile is used for the ride.

tip

One of the game's most popular features is that you can assign music from your own library to any of the rides. Just make sure the song files are located in the *My Music\RCT3* directory!

In addition, you can set how full the ride must be or how long between loads a ride must wait before it launches again. And you can set the admission price and how often the attraction will be inspected (which is preventive maintenance to avoid breakdowns).

Fig. 7-5. Experience zero g's without leaving planet Earth.

developer moment

JONNY WATTS—Producer and Director of Production, Frontier Developments

Working on computer games is truly a labor of love, with extra emphasis on labor. On each and every game I've worked, I've looked for a way to raise the quality bar higher, or to accomplish tasks more efficiently. This, I think, is the key to staying competitive and avoiding complacency and mediocrity.

For *RollerCoaster Tycoon 3,* the challenge was not to create a great game. Chris Sawyer already accomplished that! My personal goal was to honor the series' heritage and give the fans what they've been asking for; especially adding 3D technology, giving personality and charm to the game characters, broadening the appeal of the game, and a host of other goals. But, it was also my personal aspiration to have ALL THAT, and to develop the game so it would run on moderately low-end computer systems and still have a game that looks great and plays well.

In our quest, we tested the game on each and every 32 MB video card we could find, even some the older ones that were power-horses in their day, but are dogs by today's standards. As a result, we got to know all the little idiosyncrasies of each video chipset, as well as how each performs under the various versions of the Windows operating system (advice to *Windows Me* users, **upgrade!**). We even found a bug in the current drivers for both ATI and NVIDIA when used on some their earlier cards. So as you can see, our commitment to excellence has resulted in improvements beyond just what goes into a computer game.

So, you may ask yourself, what's our secret to maintaining such high levels of quality on a consistent basis? The answer...Tuesday afternoon football matches ("soccer" to you American readers)! Every Tuesday afternoon we get a chance to trash-talk and pummel one another as we push ourselves to the point of exhaustion playing the world's favorite sport. There's nothing like occasional well-channeled hooliganism and aggression to keep morale high!

Shops and Facilities

It's not always about the rides. Peeps often want a few mementos from their visit to your amusement park to remind them of how much fun they had. Of course, any visit to such a great funfair also includes sampling the fine cuisine and refreshments. For peeps who spend an entire day at the park, there may be some personal matters needing attention, like a feeling of nausea, losing one's bearings, or a little bladder relief.

For this dimension of running an amusement park business, *RollerCoaster Tycoon 3* provides shops and facilities. Shops fall into two categories: consumables (food and drink), and souvenirs. Facilities include toilets, first-aid stations, information booths, cash machines, and umbrella stands (for the occasional inclement weather).

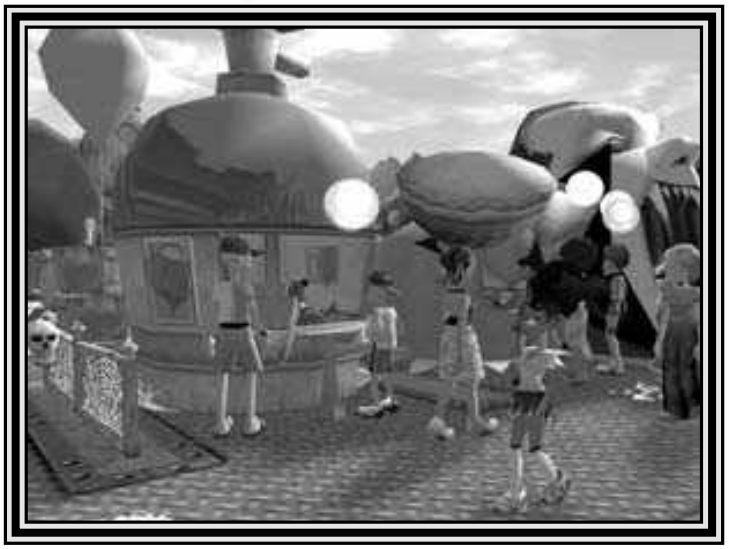


Fig. 8-1. Peeps who have a good time buy food and souvenirs

caution

Not every item mentioned here will be available in every scenario. In addition, some shops (or the inventory they offer) may be available only after you've spent some cash on research.

note

A complete listing of shops and facilities, as well as the shop inventory for each, is provided in Chapter 18: Reference Guide and Cheats.

Shops and facilities have a monthly running cost, so try to keep them turning a profit. And don't forget to assign the patrol area of mechanics to include shops and facilities.

Facilities are always generic, but food stands, drink vendors, and souvenir shops are offered for each of the five decorating themes.

Fig. 8-2. Some shops fit in with the theme.

Food and Drink

Of the 16 food stands and 10 drink vendors available, you'll find all the different kinds of food you would expect to find in an amusement park. There are the carnival staples (hot dogs and soda), a health food selection (fruit juices and free-range chicken), something for the sweet tooth (cotton candy and milk shakes), plus ethnic and novelty offerings.

Peeps have varying tastes and food preferences. Don't forget to add plenty of cold drink stands for desert parks, or hot drinks for a park in a chillier location. Peeps are thirstier in desert scenarios, which means they'll visit the drinks stands and toilets more often.

tip

When you place a shop in the park, you do not need to assign a janitor to clean it. The clerk takes care of that. But have a janitor patrol the area around the shop as sometimes (in all the excitement), peeps drop their litter on the ground. Placing a few trash bins near a shop is usually a wise idea. In addition, make sure you assign a mechanic's patrol area to include shops and facilities.

Each food and drink shop allows you to customize either the serving size or the variety offered, plus a range of toppings or condiments that are included with each purchase. And as with everything else in the game, you can name the shop anything you like, adjust the prices of each item sold there, and even change the shop clerk's uniform.

tip

Don't put shops **on** walkways; those are for walking. Instead, build a shop or facility first and then build a pathway next to the entrance, or build a shop next to an existing walkway. If you drop a shop on a walkway, the game may think you're trying to place it above the ground, and this could result in peeps not knowing how to get to the shop!

Souvenir Shops

Let's face it...We've all purchased a giant foamy hand or zany hammer thingy that seemed like a good idea at the time. And we've carted this ill-advised purchase around with us as we go through life even though we realize it's just a piece of plastic. But when we look at the memento, we remember the day we visited the park or event with fondness.

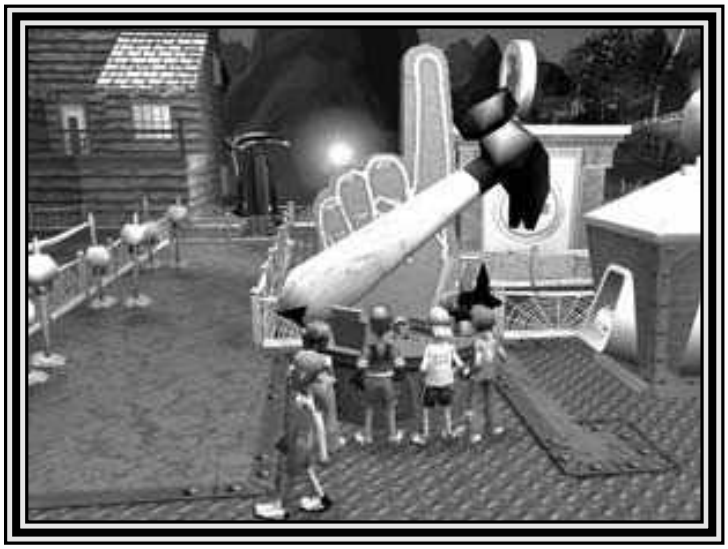
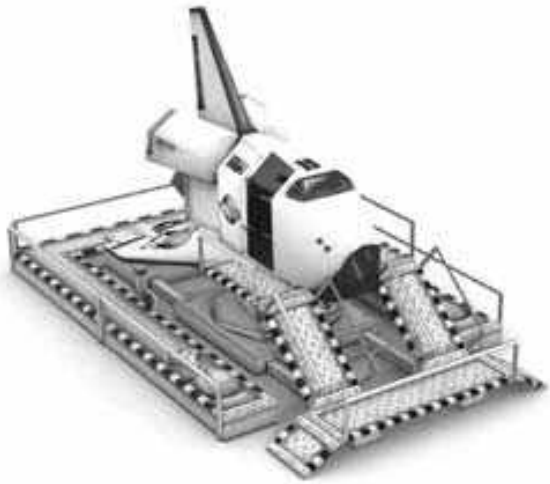


Fig. 8-3. Peeps will buy even the zaniest novelties.

Peeps are much the same way. They love to buy from any of the 19 different kinds of shops. The inventory includes t-shirts, balloons, toy swords, joke props, hats, and even an inflatable parrot. Most shops offer only one or two items for sale. And unlike the food and drink stands, no optional extras are offered with the sale of the item.



tip

In Chapter 7: Building Flat Rides and Other Attractions, a strategy was offered for clustering certain kinds of rides to give peeps enough variety that they would not want to go elsewhere. For shops, the strategy is nearly the same. Add a drink shop and a food shop to the cluster of rides. Then along the paths to the other clusters, put two or three shops, a cash machine (if your park is large), and a toilet, so that these elements serve at least two clusters. Avoid placing more than one of the same shop.

Peeps have five places to carry shop items: a head, two hands, and two pockets; if peeps are having a good time, they'll buy up to five items. So make sure you have shops that sell items for the head (hats), items for the hands (balloons and foam hands), and items for the pockets (joke gifts, t-shirts).

Facilities

Each of the five facilities provides relief for peeps in various ways as they visit your park. The first-aid station offers care for nausea induced by rides that have high nausea ratings. The information kiosk sells maps for those who are lost, and umbrellas for when a shower breaks out. The cash machine helps peeps replenish their cash reserves. The umbrella stand sells umbrellas for kids and adults, as well as maps for the lost folk. And the toilet is, well, a toilet.

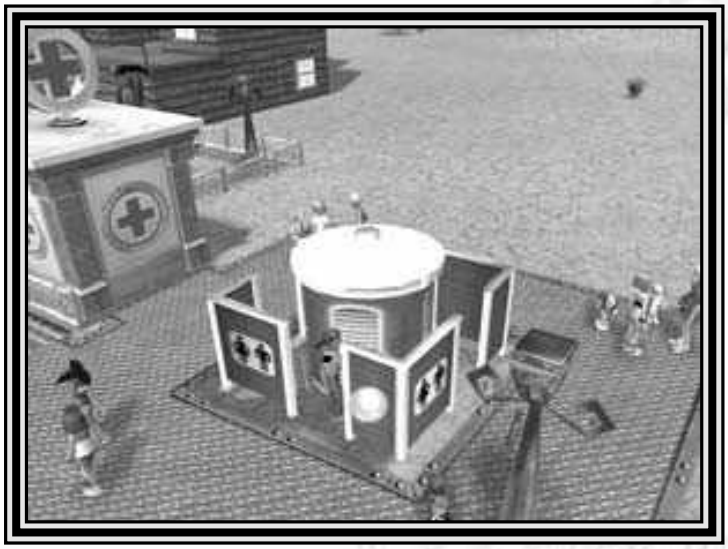


Fig. 8-4. The facilities provide relief for your peeps.

Keep a couple of things in mind. First, you cannot charge peeps for using the first-aid station or the cash machine even though each has a monthly running cost. So don't add these to small parks.

As for toilets, it's probably best to put one near food and drink stands; after using a toilet, peeps often look for food or drink. For large parks with many walkways, an information kiosk is a must. When a peep buys a map, he or she becomes more aware of attractions farther away.

secret

SECRET ACCESS CODE NUMBER 3: 3662882

Here's the third access code for downloading one of the special objects from Prima's *Roller Coaster Tycoon 3* website *just for readers of this strategy guide*! It could be a new coaster, or a custom-created building, or even a whole new scenario—but nobody else has these special objects! Jot down these numbers in the spaces provided on page 318. Find instructions for using these codes there!

Scenery and Customized Buildings

Scenery

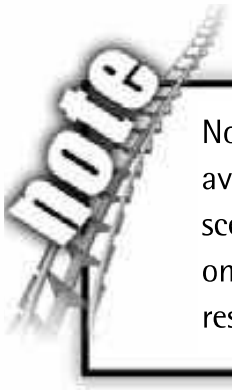
The only thing larger than roller coasters in *RollerCoaster Tycoon 3* is the immense variety of scenery you can add to the game. The astonishing number of choices will easily gratify your inner landscape designer or architect.

note

A complete listing of each scenery item is provided in Chapter 18: Reference Guide and Cheats.

Fig. 9-1. Building an amusement park is more than just adding rides

Scenery items are offered under eight categories: foliage (plants and trees); fences (including railings); walls, floors, and roofs (for custom-built structures); path extras (benches, streetlamps, and trash bins); scenery items (statues and topiary); ride events (animatronics triggered by passing rides); fireworks; and custom created buildings that were previously saved. Each of these categories offers the kind variety you've come to expect from *RollerCoaster Tycoon* with designs from each of the theme categories.



Not all the scenery selections are available in every scenario. Some scenery selections may be added only by spending money on research.

Fig. 9-2. A scenery list browser.

All the scenery available for your park is displayed using a list browser, which lets you filter the list by theme and category (so you can see just the items you want). Click on the icons to gray them out and remove that category of items from the list browser. Each list browser shows every item of that category along with each item's price and size.

Scenery does not need to be maintained, so don't worry about your plants dying or assigning a janitor to patrol the area near your scenery items.

Foliage

The selection of foliage offered by the game falls into three categories; trees, shrubs, and flowerbeds. Some trees or shrubbery occupy only one of the corners of the grid square. This means you can create a forest or poppy field, making the plant life in your game as dense as you want.

To add a tree or other plant, click on it in the foliage list browser and then click the spot in your park where you want to place it. Adding foliage is a bit like using a rubber stamp; just click on the item in the list browser, and then click anywhere you want copies of that item to be placed.

If you've selected a foliage item, but want to replace one already in your park, right-click to remove the other tree or plant, and then click on that spot to replace it.

As you add plants and trees to your park, it's best to group foliage of the same theme type. Peeps love lots of trees (trees increase their happiness levels), but if you group plants of the same theme together, your green thumb will earn a blue ribbon for design and beauty, which comes with a cash bonus!

tip

Trees and plants cannot be placed on paths, and often, you may find yourself creating raised platforms and footbridges where peeps may spend a lot of time. Because trees and plants help increase the happiness levels of peeps, it would be nice if you could put trees and plants along raised footpaths.

Fig. 9-3. It's possible to create a tree-lined boardwalk.

Here's a little secret not documented anywhere else. First, build a raised platform. The plan now, is to add trees or plants to line the edge of platform. First, select a tree or plant and move the pointer to a place on the ground directly beneath the spot where you want the tree or plant to be placed, then hold down Shift and nudge the pointer up until the tree or plant moves up as well. When the root line of the tree or plant is even with the platform, click the mouse button and release Shift. Your tree sits there in mid air! But that's not the look we're going for. We want to add sides and even a bottom to form a planter box around the tree, but the game doesn't offer raised planter boxes.

Never fear! We can use building pieces for that! Open the building pieces list browser and select a wall piece that's one-third height, and then add these around the base of the tree (move the wall-piece directly beneath the tree, hold Shift and nudge the pointer up until the wall piece is as high as the tree's root line). When the box is completed, select a flat roof piece and follow the same steps to create the box bottom. Now you have tree lined platforms! Don't forget to use elements from the same theme to win an award!

Fences

There are many reasons to add fences to an area of your park, all of them esthetic. For example, you may want to use fence pieces to create a corral around a herd of robotic horses.

Fig. 9-4. An animatronic rodeo show.

Or you might try to portray a stegosaurus hemmed in by an electrical fence as if this were a dinosaur park. The fences offered by the game are quite varied and give you great flexibility for customizing scenery for any of the five decorating themes.

Path Extras

Scenery listed in the path extras section is specifically for paths, such as benches, trash bins, streetlamps. See Chapter 5: Building Paths for a full discussion on creating paths and adding path extras. See Chapter 4: Peep Psychology for a description on how photo spots are placed and used.

Scenery Items

Miscellaneous scenery is divided in to the five theme categories, but the list browser also allows you to filter what's shown by small, medium, and large objects. This section contains more than 150 scenery items, ranging from simple stacks of small boulders and humble statues to giant chess pieces and candy canes to complex animatronic monsters and headless horsemen. Many items are small enough to fit into one corner of a grid square.

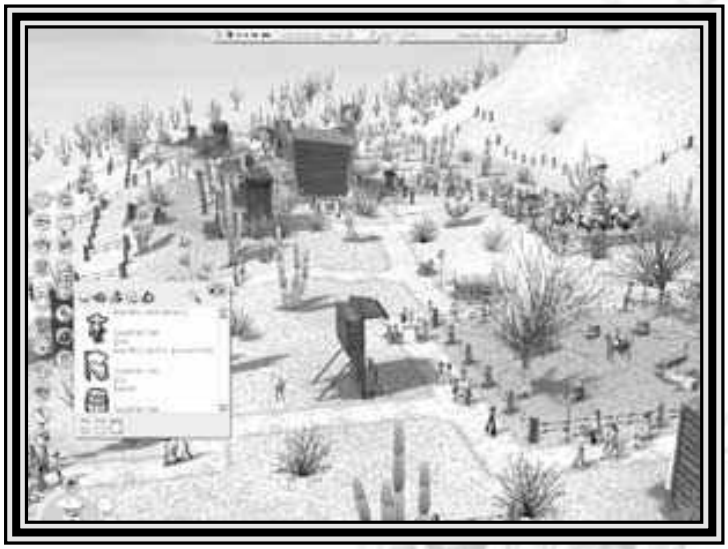


Fig. 9-5. Scenery for any occasion

Ride Events

An unexpected treat awaits you within the scenery section, found under the modestly named Ride Events button. A ride event is an piece of scenery that animates when a nearby ride passes. Ride events are used to create show rides found in some of the fancier amusement parks of Florida and Southern California. Some amusement park watchers predict that most of the new innovations for amusement parks in the coming decade will be cutting-edge rides with a series of ride events synchronized to ride trains to create even grander show rides.

Fig. 9-6. A show ride is made using ride events.

The nine ride events for *RollerCoaster Tycoon 3* are enough to get you started creating your very own show ride. Practice building a show ride by making a tram ride. Then select a ride event, drag it to a spot next to the track, and then click to add it there. (You may need to rotate the object to align it with the track.) If the ride event is close enough to the track, it will, in most cases, automatically pick a spot on the track where its animation will be triggered.

Select which part of the track will trigger the ride event by following these steps: Click on the ride event in your park, click on the Ride Event button in the object's control panel, then move the pointer to a spot on the ground under a track piece, and when the piece becomes highlighted, click to select it. The blue highlighted track shows where the trigger is assigned.

tip

One of the ride events most players love is the shark. But the shark offers a little more complexity than the other ride events because it requires water to cover it while stationary. Getting it just right may prove to be a challenge. Here are the sure-fire steps for placing the shark gag perfectly every time. First, add a body of water and fill it to the brim (see Chapter 6: Terrain Tools to learn how to add bodies of water). Next, create a tram-ride where part of the track goes right over the water, practically skimming its surface. Now, select the shark ride event, move it to the water right next to the track (rotate the shark if needed).

Hold Shift and move the pointer up (causing the shark to move up) until you see the tip of the shark's dorsal fin just peeking out of the water. Now, click to place it there, and then close all the windows and construction panels. Follow the steps for selecting which part of the track will trigger the animation, assign your favorite shark movie music to the tram ride, and you are ready to surprise your peeps!

Fig. 9-7. Placing the shark ride event requires a few extra steps.

Fireworks

The final scenery element is fireworks, which offers a dazzling array of rockets, roman candles, and a few innovative pyrotechnics. See Chapter 14: The Fireworks MixMaster™ for all the details for creating your very own fireworks show!

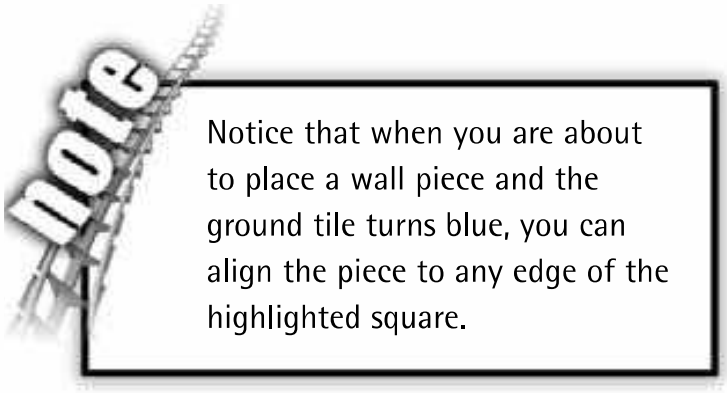
Customized Structures

Customized structures are among the most flexible scenery selections. You have a set of computerized building blocks. Each theme has at least two complete sets of building pieces and most have more; there are 14 in all and hundreds of building pieces.

Building a Structure

After you've identified the area where you want to build and have confirmed that your park owns the land, click the Scenery button and open the Walls, Roofs, and Buildings button (the icon looks like a red brick wall). Choose which set of pieces to open and click on a piece and drop it in your park.

As with other scenery pieces, adding building pieces is like using a rubber stamp; just click on the item in the list browser, and then click wherever you want copies of that item to be placed. To switch pieces, click another one in the list, and click in the park to place it there. Continue this way until you've built a few wall pieces on ground level.



Now let's add some wall pieces to the second floor. Click on a wall piece in the list browser, move the wall piece to the in-park structure so it occupies the same space of a structure that's already there, and then hold Shift and watch as the wall piece jumps to the top of the wall that's already there. Hold Shift and click a few more times and more and more wall pieces get added to the stack!

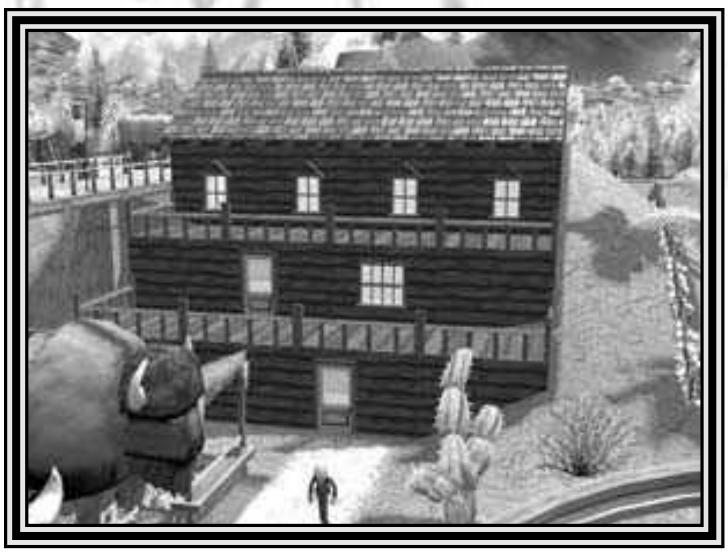


Fig. 9-8. Creating a complex structure is not that complex.

To add a rooftop piece to the stack, select it in the list browser, move it to the same spot, hold Shift, and then move the pointer up until it the roof piece reaches the top of the wall, and click to snap it in place. In the same way, use Alt to slide a piece up or down, even into the terrain to give the appearance of a building being built into the side of a cliff.

You've just taken the first steps to creating your first custom-built structure! Let the inspiration muse be your guide!

tip

If you create a magnificent structure out of pieces from the same theme, chances are someone will take note and grant you a cash award!

Saving and Loading Custom Built Structures

One of the best things about creating customized structures is that you can save them and add them later to any scenario or sandbox game. There's even a Building Designer tool in the main menu just for this purpose. After creating a customized structure, open the Saved Options tool and then click the Select Area icon. When the Select Area feature is active, click and drag the mouse across the ground where the custom structure is standing, taking care to select each part of the terrain occupied by the building. (Click individual squares to add or remove them from the selected area.) Next, enter a name for the structure, and then click the Save button. Your custom structure is now saved to the *selections* directory located in the *RCT3\Structures* folder located in the *My Documents* folder. Click the Load button to add a saved selection to your game.

tip

You may find it a little difficult to see the ground surface under a standing structure when attempting to select it. Fade the structure out a little by opening View Options and clicking on the Toggle Scenery button. Adjust the level of transparency in the Game Options dialog box under the Graphic Settings section.

Fig. 9-9. Use the View Options to see the ground better by fading out scenery

developer moment

JONATHAN ROACH—Lead Programmer, Frontier Developments

If you've ever chatted with a games programmer, the subject of bugs will eventually crop up. Every software product ships with bugs, and it's the programmers who wince most when a known bug is released with the end product. I take great personal pride in squashing as many bugs as possible and have a zero-tolerance policy for bugs that cast the game in a bad light or cause instability. But the harsh reality of software development is that the product has to eventually ship so development costs can be recovered.

I wish we had an outtake reel for *RollerCoaster Tycoon 3,* because some of the bugs we encountered early and fixed were quite humorous. For example, when we first introduced the feature where park guests are seen carrying their purchases, we were quite amused to see hundreds of park guests carrying hot dogs 30 yards long, and the peeps carrying them walked around oblivious to the hilarity! Another of the more amusing bugs appeared when we introduced the player's ability to pick up individual peeps and place them elsewhere in the park. In the beginning, the player was able to pick up a peep, but the head became detached, so that the body was walking around in one end of the park, and the head was floating around in another.

Thanks to the persevering QA testers and our vigilant programmers, I think we've found all the crazy bugs like the two I've mentioned. But, it's true what they say about the development of computer games; they're never finished, they just escape!

Staff Management

Part of overseeing any large endeavor such as an amusement park is selecting and managing employees. A skillful staff with good morale is the key to any organization's success. But having a staff to take care of all the individual details of making your amusement park run effectively requires you to be mindful of their needs.

Staff Overview

You have five kinds of employees plus a park inspector. You can name employees, select their uniforms, choose their work tasks, and define their work area. To make your staff more effective, you can send them to training and adjust their monthly salary. For employees who become lazy, you may even have to discipline them or (as a last resort) fire them.

Examine all the details of an individual employee by clicking on him or her to open the staff member's control panel and looking at various data shown there.

Monitor the happiness of employees from time to time. If they feel overworked, underpaid, or under-trained, they will act with indifference, look sad, or even become angry. An employee who suffers from unhappiness too long may even quit!

Fig. 10-1. Sweeping these walkways is my purpose in life.

Defining Employee Work Areas

With a large park, make your staff most effective by defining each one's work area. Click on an employee to display his or her control panel, and click on the icon for selecting the employee's patrol area. If the employee already has an assigned work area, a solid grid

appears showing it. You may click individual squares or click and drag the mouse over the ground to expand his or her patrol area.

Reduce an employee's patrol area by clicking on squares already assigned to the employee or clicking the icon for clearing the patrol area.

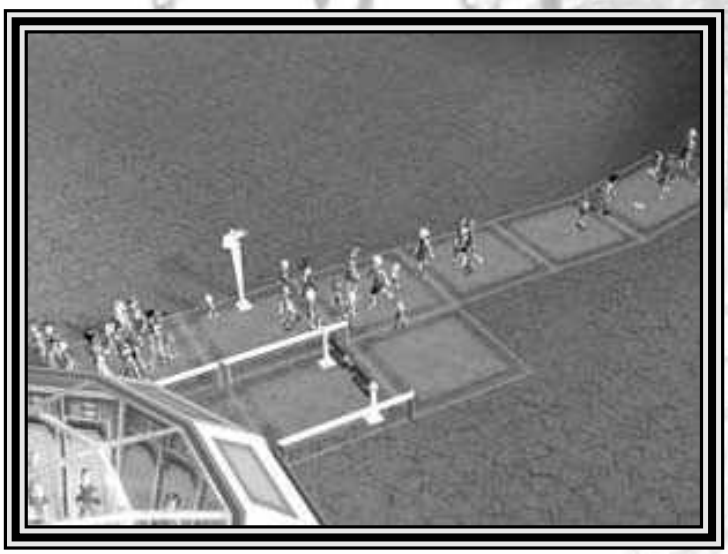


Fig. 10-2. This grid shows an employee's work area.

tip

Make it a regular practice to immediately define the work area of each staff member you hire. When you add an attraction, shop, or scenery to your park, immediately hire or assign staff to take care of the new component.

Your Staff

Park Inspector, Mr. Jobsworth

Fig. 10-3. Mr. Jobsworth is a demanding taskmaster and probably your best friend.

The most useful member of your staff is the tireless Mr. Jobsworth. He roams through your park scribbling away on his clipboard as he analyzes scenery, snoops around shops, test-drives your rides, examines pathways, and evaluates your employees. If something needs your attention, he will notify you in the message console.

In the staff window, you may select the types of things he will inspect. At the beginning of a scenario, set Mr. Jobsworth to inspect everything. But if one particular category of items causes you more trouble than others, remove some of his tasks, allowing him to focus on the problematic ones.

Mr. Jobsworth cannot be fired or disciplined, and his salary cannot be adjusted. He does not need to be trained and he has only one uniform. You may, however, define his patrol area.

Fig. 10-4. Keeping it clean.

Janitors

Duties
- Sweeping paths
- Watering gardens
- Emptying litter bins
- Mowing the grass

Salary Range
$28–$42 per month

Cost for Training
- $50 to novice
- $100 to skilled
- $200 to expert

Uniforms
- 16 tops
- 16 bottoms

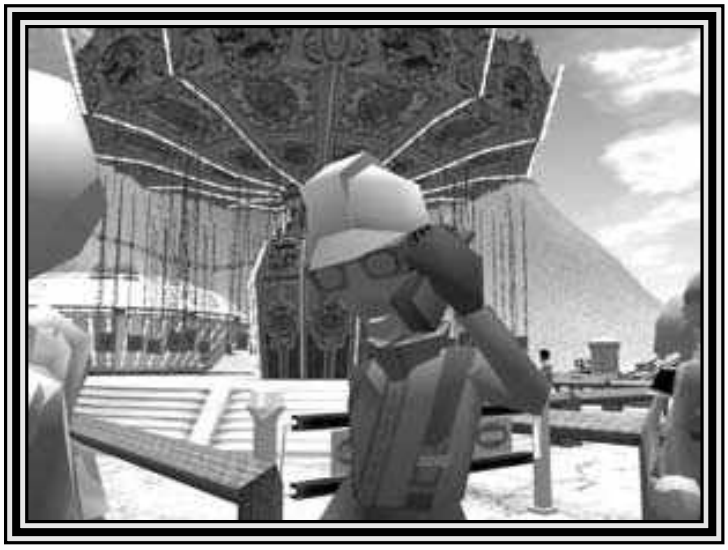


Fig. 10-5. A call comes in for another repair job

Mechanics

Duties
- Inspecting rides and shops
- Fixing rides and shops

Salary range
$45–$65 per month

Cost for Training
- $50 to novice
- $100 to skilled
- $200 to expert

Uniforms
- 16

note

Assign mechanics to rides that have lower reliability percentages. This reduces ride downtime and keeps profitability up.

Fig. 10-6. It's all about the uniform.

Security

Duties
Deterring vandalism to park benches

Salary Range
$35–$55 per month

Cost for Training
$50 to novice

$100 to skilled

$200 to expert

Uniforms
16 tops

16 bottoms

Fig. 10-7. For this I went to acting school?

Entertainers

Duties
Entertain the peeps

Salary Range
$32–$48 per month

Cost for Training
$50 to novice

$100 to skilled

$200 to expert

Uniforms
16 tops

16 bottoms

Costumes
Panda

Elephant

Cowgirl

Jack-o'-Lantern

Alien

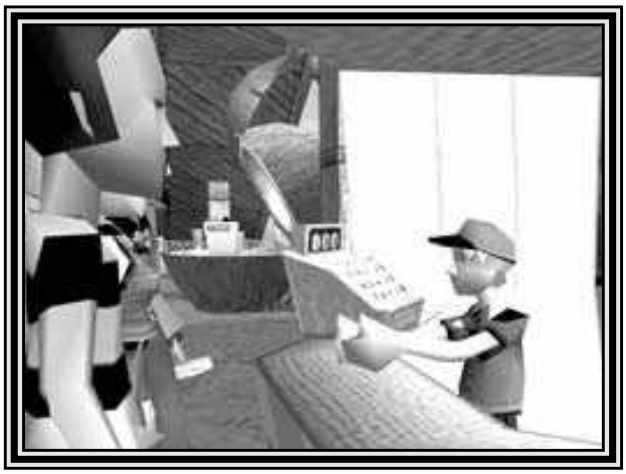


Fig. 10-8. Would you like fries with your order?

Vendors

Duties
Sell goods and tickets to peeps

Salary Range
$3–$5 per month plus commission (part of a ride's or shop's running costs)

Cost for Training
$50 to novice

$100 to skilled

$200 to expert

Uniforms
16

Vendors are hired when a ride or shop is placed and are fired only when a shop is removed.

Finances and Budget

Overview

Money management is not everyone's favorite topic, but it is an important one. Keeping an eye on where your cash is going and how it is coming in can make the difference between an amusement park that is just getting by, and one that is wildly successful.

Fig. 11-1. A thriving amusement park.

As you've probably noticed, prices and values in *RollerCoaster Tycoon 3* do not always match real-world counterparts. A game year starts in March and ends in October. Minutes fly by like seconds and a month is a mere fraction of the real thing. In real amusement parks, the cost of a new coaster can run in the millions and takes several months to construct (not to mention the time and effort for securing all the governmental permits). In the game, coasters cost only tens of thousands. In some real parks, attendance can reach 100,000 and a ride may support 20,000 passengers per day. Attendance in *RollerCoaster Tycoon 3* may reach only 2,000, and the most productive ride may support only a couple hundred passengers per day. So in a way, *RollerCoaster Tycoon 3* is like a scale model of an amusement park. But what *does* remain the same between running a real-world amusement park and a *RollerCoaster Tycoon 3* amusement park is the concept of managing finances.

If you haven't done so already, look over Chapter 2: Basic Strategies. You'll find some excellent nuggets of advice on managing finances and cash flow.

Cash

Every scenario gives you a starting cash amount; the amount of starting cash varies from scenario to scenario. Your cash is displayed in the dashboard.

The Effect of Running Costs

There are monthly costs for keeping rides, attractions, shops, and facilities open and for keeping them staffed; for conducting research; and for carrying out advertising campaigns. If rides, attractions, shops, and facilities are closed, there's no monthly cost. The monthly running costs for shops, rides, facilities, research, marketing, and loans are deducted from your cash at the beginning of the month. Wages are deducted four times per month.

A game month actually equals 15 game hours. So this means your cash is reduced by the amount of your monthly expenses every 15 game hours, and wages are deducted every three and three-quarters game hours.

tip

If a shop is losing money, don't sell it unless you need to raise cash. Just close it to keep it from being a drain.

It's easy to see the history of your cash amounts. Open the Park Management buttons and choose Finances. Open the dialog box to the Graphs page and turn off all graphs except Cash Less Loan. This leaves only a line graph showing your net cash over the past year and a half.

Fig. 11-2. The game provides graphs so you can track your park's financial health

tip

If you can figure out exactly when the month is about to change and then close the rides and shops in your park right before the month changes, the costs for the closed items will not be deducted from your cash. You'll have avoided the monthly costs!

How Time Is Calculated

As previously mentioned, time in *RollerCoaster Tycoon 3* moves quite quickly. Use this list to help you better manage your running costs.

1 year (in-game)	=	8 months (in-game)
1 month (in-game)	=	15 hours (in-game)
1 day (in-game)	=	the hours a park is open; e.g., 7 a.m. to 11 p.m. (this varies from scenario to scenario)
1 hour (in-game)	=	6 minutes (real-time) at the game's normal speed
Fast Forward	=	2 times normal speed
Super Fast Forward	=	4 times normal speed

Currency

If your favorite currency is something other than US dollars, you can change it to any of the following (listed in the Game Options dialog box):

- American Dollar
- Great Britain Pounds Sterling
- European Union's Euro
- Japanese Yen (x100)
- Swedish Kroner
- Hong Kong Dollar
- Australian Dollar
- New Zealand Dollar
- Taiwanese Dollar
- Singaporean Dollar

note

Anywhere in the interface where a cash amount is shown with the label "per hour" is an indicator of how cash is flowing by actual real-time hours.

Loans

Several scenarios start with a loan that you must pay off. Find the actual loan data by opening the Park Management button, clicking the Finances button, and opening the Monthly Summary section. At the top of the dialog box you'll see the loan amount and the interest rate. In the list of monthly categories is an item called Loan Interest. This is the loan's monthly payment.

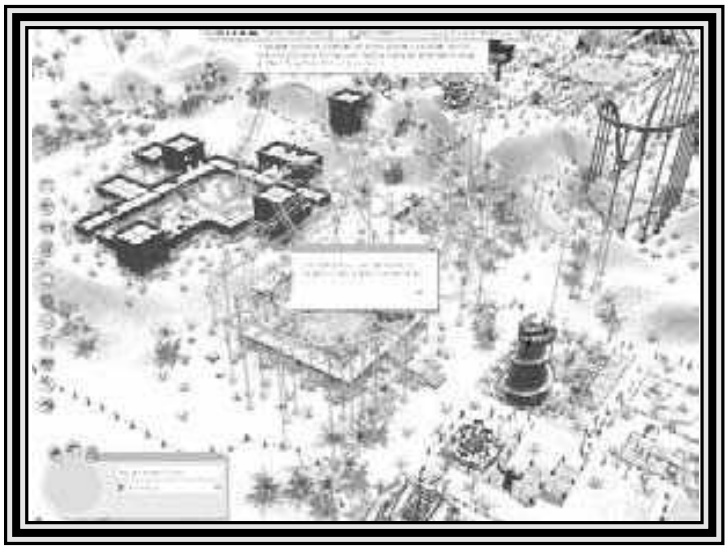


Fig. 11-3. Take out a loan only when you are about to make a big improvement that you know the peeps will want.

Loans in the game are not paid off until you actually reduce the figure by clicking on the arrows next to the loan amount. When you reduce the loan amount, your cash is reduced by the corresponding amount. The lower the loan amount, the lower your monthly loan interest payment will be.

tip

There is always recovery out of debt if you have at least one shop, one moderately exciting ride, one mechanic, and one janitor! Just let the game run with these four elements in place; eventually, the deficit trend will reverse.

Raising Cash by Selling Scenery, Shops, and Rides

If you've tried to expand your park too fast, or if you've ignored all the money-losing trends indicated in the Finances dialog box, you may see your cash levels plummet deeper and deeper into the "red." If your park gets too far into debt and you've maxed out your credit, consider selling off the least-profitable shops in your park as well as any scenery far away from the peeps. If you still can't bring the deficit under control, you may have to sell off more and more of your scenery, attractions, and shops.

Start by selling scenery and other items that do not have a ticket price (such as the first-aid station). Next, sell off shops and attractions; target the most expensive and the least profitable first. Reduce salaries and remove staff members who are not performing well, starting with entertainers. Trim to the bone and then formulate a plan for growing. Avoid buying anything until the deficit trend reverses.

Tracking Running Costs

The game gives you all the information you need to keep your amusement park running well and churning a profit.

Fig. 11-4. Here is one place to monitor monthly costs.

The information you need for managing finances are the various parts of the interface that show running costs. These are the monthly and weekly expenses deducted automatically from your cash: salaries (for both your staff and the vendors), research, marketing, and loans.

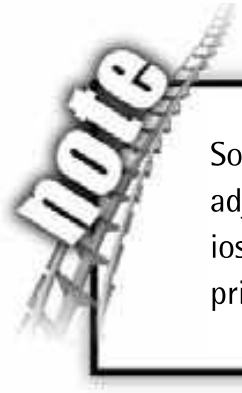
A Snapshot of the Whole Company

Tucked away under the Park Management button is a set of buttons giving you access to the "big picture." For example, the Park Operations button displays a graph showing attendance, income, and value trends over the last year and a half. The Finances button opens a listing showing your loan amount, as well as expenses over the most recent five months; there's also a chart showing how your park is performing in each financial category—trends in weekly profits, park value, net cash (less loan), expenses, company value (park value plus net cash), and income. If any lines in this graph are showing an unfavorable trend, to take corrective action immediately! Start by auditing individual shops and attractions.

A Snapshot of Individual Shops and Attractions

Each shop and attraction keeps track of its own profitability. View a list of your shops and attractions by opening the Park Management button and choosing Attractions. This window shows you lists of attractions, shops, and facilities that you can sort by (among other things) profitability. Use this list to identify how individual shops and attractions are performing. Double-click on the name of the shop or attraction in the list to zoom the camera to that object in the park and open its control panel.

Before you take any action on the individual shop or attraction, try to determine if there is a problem nearby, such as paths with excessive litter or that have been constructed poorly. Next, examine the prices and sales history of the shop's inventory or the attraction's ticket price.



Some facilities do not have adjustable prices, and some scenarios don't let you adjust the ticket prices of attractions.

In shops, you can even examine the history of how many of each item has been sold. If one item in the shop is not selling well, consider changing its price or removing it from the shop altogether (you may add it again later if you like). Don't sell a shop or attraction unless you really need to raise cash quickly; simply closing it stops its running expenses from draining your cash.

Salaries

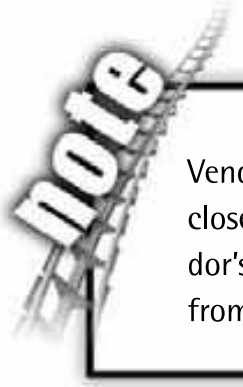
Another category to examine is your staff's salaries.

Open the Staff dialog box and sort the list by wage or laziness to identify the employees who are performing poorly. Double-click on the employee's icon to zoom the camera over to the employee and open his or her control panel. See if any environmental factors are affecting the employee's job performance (such as if he or she is lost or if the region needs improving). Check the employee's patrol area to make sure the employee has a place to work, and adjust it if needed. You can even relocate an employee to where he or she is needed most. If you've taken all the steps to remove all the possible barriers that might affect an employee's productivity, you may have to say, "You're Fired!"

Fig. 11-5. Sort the Staff list so you can see who isn't doing a good job.

Adjusting Prices

Each shop and attraction has an optimum price, or the highest price you can charge that does not deter peeps from spending their money. These are listed in Chapter 18: Reference Guide and Cheats. If you change your prices to an amount higher than this optimum figure, peeps will have second thoughts when buying from the shop or attraction.



Vendors cannot be fired, but if you close a shop or attraction, that vendor's salary is no longer deducted from your cash each week.

Money Management

You must consider some other factors when grappling with the finances of operating an amusement park. Here are a few strategies.

The Cost of Marketing and Research

Marketing campaigns increase attendance and can really pay off when new guests arrive in response to a campaign. Research can offer more ways for guests to spend money. But both have a cost. If you suddenly find yourself in a financial bind, stop your research and avoid starting a new marketing campaign.

Closing Attractions

As mentioned previously, close an attraction or shop that is draining your cash. During a thunderstorm, peeps will not ride coasters, so when the dashboard's weather indicator forecasts stormy weather, keep an eye on coasters' ticket sales, and then close the ride as soon as you determine a storm is affecting ticket prices. The same may be true of some drinks shops when the park is experiencing temperature extremes; summer heat discourages sales of hot drinks and bitter-cold temperatures reduce demand for other refreshments. Close these shops when demand is down.

Once an advertising campaign has started, it may not be stopped! The cost of the campaign will continue to be deducted from your monthly expenses until the campaign has ended.

Keeping Everything Working

Other factors affecting cash flow are the reliability of shops and attractions, the amount of litter found on footpaths, and the condition of the park's benches. If any of these factors get out of hand, it will discourage your park guests from spending money.

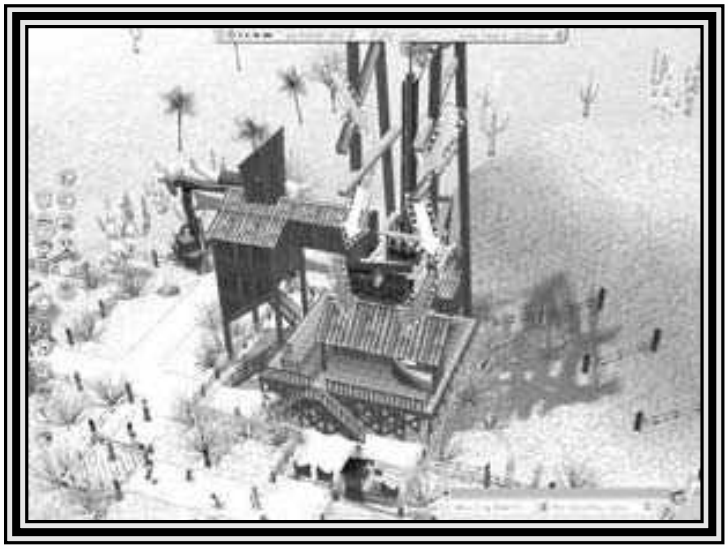


Fig. 11-6. A broken-down ride generates no income and still has a monthly cost!

Keep your mechanics busy by assigning their patrol areas to include all the park's shops and attractions, and assign them the task of inspecting rides and attractions. Keep janitors posted to all areas and add plenty of trash bins. Hire security guards and designate their patrol areas to include areas where benches are located to prevent vandalism.

Avoiding Editing Terrain (Think Vertical)

Editing terrain is expensive! Buying land is costly as well. Often, it's cheaper to build upward. Add rides over each other and build your park in a way that makes it easier to erect footpaths to reach ride entrances above the ground. Reserve your ground space for water rides.

Coasters Are Costly

Adding coasters is one your biggest costs. So if you're keeping a close watch on every dollar (or pound, euro, kroner, or yen), don't be in a hurry to add new coasters.

Bonuses and Awards

Another way to add cash is to earn awards and to accomplish objectives in the scenario. In almost every instance, earning an award for safety, sales, tidiness, and so forth brings a hefty cash bonus. See Chapter 18: Reference Guide and Cheats for a list of all the awards. In addition, the goals outlined in the Scenario Objectives dialog box are tied to some kind of reward, such as a new ride, a land grant, or a fat cash bonus!

Fig. 11-7. A beautiful, well-run park is a candidate for awards and cash bonuses!

note

Kids, skip this part. Parents: Did you know some schools are using games like RollerCoaster Tycoon 3 in their classrooms to teach the principles of finance and money management? The core concepts learned from playing this game give students an understanding how business activities affect finances in the real world. Playing RollerCoaster Tycoon 3 is really fun, so just don't tell kids it's also educational!

developer moment

JEFF LONEY—Assistant Lead Tester, Atari

I grew up in an area of the San Francisco bay known as Silicon Valley, where many high tech companies have their world headquarters. Silicon Valley is also the home of Great America, one of the top-tier theme parks in the world. I was a young lad in 1980 when Great America announced the opening of a steel super coaster named The Demon. This coaster is a massive structure over 2,100 feet long reaching speeds of 45 mph, and is constructed with tracks that has (among other things) *multiple* loops. As many as 1,200 passengers can ride The Demon every hour! TV commercials made The Demon look like the coolest thing on the planet!

Naturally I wanted to be the first kid in the school to ride it. And of course, being so young, my history with riding roller coasters was nonexistent, so I had no idea what I was in for. Well, on that fateful day, we waited in line for what seemed like an eternity while we watched in envy as all the other people in line ahead of us got to ride The Demon.

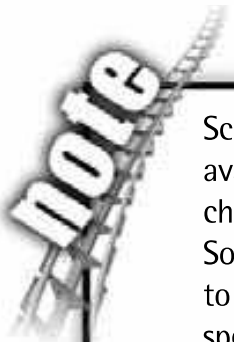
Our turn finally arrived! I climbed into the coaster car with high anticipation and gave one last look to the folks who had just disembarked from the ride, all with smiles and expressions of amazement. This was going to be GREAT! The yoke was lowered over my head and secured into place, and then the ride attendants gave the ride controller a "thumbs up." The lift chain started pulling our train up the steel tracks and we emerged from the loading station getting our first look of the entire park from the seat of The Demon.

What happened next was sheer terror! As the coaster started its first drop, I was panic-stricken. What had I gotten myself into? *I'm gonna die! I want OFF!* After the first drop, we encountered our first loop. My stomach felt like it had dropped to my shoes and I was practically deafened by the fierce beating of my heart. We reached the next loop and I strained to keep my eyes open. After the final loop and with the end of the ride looming ahead, I suddenly realized I had barely breathed over the past minute and 45 seconds, and I had an urgent feeling of needing "bladder relief."

The ride ended as abruptly as it had begun. I jumped out of my seat and headed to the exit, just having had the b'jeezez scared out of me. And as I emerged from The Demon's exit, the first place I looked was back at the ride's entrance, wondering if I jumped back in line, would it move fast enough for me to ride it again before the park closed?

Marketing and Research

Two seemingly divergent disciplines, marketing and research offer very similar results: expanding some aspect your park. Marketing involves the study of human behavior with the goal of eliciting a purchasing response—in plain English, marketing adds more customers. Research is a hard science where traditional engineering takes a product idea from paper to reality—in other words, research adds more rides. Here's how you add more guests and rides to your amusement park.



Scenarios may restrict what rides are available and whether you can change the admission price. Sometimes new rides can be added to the ride list browser only by spending cash on research.

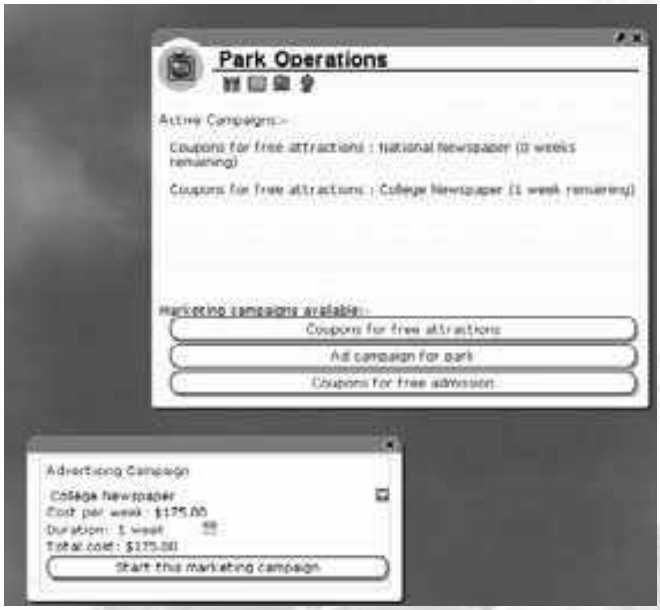


Fig. 12-1. Advertising campaigns boost park attendance.

Marketing

Marketing drives business. Everything you consume, purchase, or use has been market tested. Even this book! Marketing is used to determine the demand for a product, to identify a consumer for a product, and to discover ways a product should be improved. It looks for ways to present a product so it's more appealing, to keep consumers aware of the product, and to entice buyers to want the product. It is the art of persuasion.

Why Have Marketing?

In *RollerCoaster Tycoon 3* attendance numbers ebb and flow, mostly based on how well the park is being run, but also on some other factors that keep the rate unpredictable. The rate at which attendance may increase has an upper limit that varies from scenario to scenario. How do you increase attendance beyond that upper limit? Marketing!

How Marketing Is Done

In the Park Operations dialog box is a section devoted to launching marketing campaigns. The interface is pretty simple because all you really have to do is decide what kind of campaign to run, how long to run it, what attraction to promote, and the publication to use.

There are three publications: a national newspaper (with an adult audience), a college newsletter (with teen and college-age readers), and a parenting magazine (read by people with kids). Purchasing advertising in one kind of publication results in attracting peeps of that age group. The advertising cost in each periodical varies by whether it runs daily (newspaper), weekly (newsletter), or monthly (magazine).

Three kinds of ad campaigns are available. One offers free tickets to a single attraction, one offers free admission to the park, and one publicizes the park.

An advertising campaign can run from one to six weeks. The cost of the campaign is deducted weekly from your cash on hand.

tip To maximize the results of promoting a single attraction through an ad campaign, build other objects near that attraction that would appeal to the same age group.

Marketing Results

The campaign has run its course. Now what is the result?

An ad campaign usually results in increasing attendance rates in the range of 50 percent to 100 percent for the age group that reads the publication in which you advertised, and for about the same amount of time as you ran the campaign. You can have up to four campaigns running at once, so at the end of extensive canvassing, your park should be bustling.

But once park attendance has increased, how do you keep the peeps in your park?

Research

Why Have Research?

Add new attractions, scenery, shops, and expand your shops' inventory! That's the sole purpose of conducting research. Peeps come and go, and when they come back, they want to see improvements. Research helps you accomplish that.

Fig. 12-2. Research adds objects to your park and (hopefully) gives peeps another reason to spend money.

How Research Is Done

Click on the Research button (revealed by clicking the Park Management button). As with the advertising interface, the research interface is simple. There are four areas of research: rides, shops, shop inventory, and scenery. Choose how much money you want to spend each month and what the priority will be. When research for an item is finished, you can add it to your park.

The cost of research is deducted from your cash each month. It takes about a game month at the highest funding levels, and with research focused on a single category, to fully develop a new researched object.

Research Results

Not only do you get something new to add to the park, adding a newly researched object gets the attention of park guests nearby. If they like what you've added, they'll spend more time and (consequently) more money.

Building Coasters (and Other Track Rides)

...it is after all *"RollerCoaster" Tycoon.*

note

For a complete listing of all the roller coaster types and pre-built coasters and other track rides, see Chapter 18: Reference Guide and Cheats.

Fig. 13-1. Escape from Planet Earth is one of the new favorites.

Some historians trace the origins of the modern-day coaster to 15th-century Russia, where man-made wooden tracks were constructed and covered with ice, allowing folks to ride sleds along elaborately designed ramps, sometimes the length of a modern-day football field at speeds of up to 50 miles per hour.

The first record of a track based coaster with wheels refers to a ride built in Paris in 1804 called Les Montagnes Russes (or "Mountains of Russia"), where two tracks ran side by side so both "coasters" (powered *only* by gravity, thus the name coaster) could race to a finish line to the delight (or dismay) of the gambling audience. Riders who rode atop the coaster cars became celebrities as they whipped the attending crowd to a frenzy and placed their lives in peril performing daredevil stunts during the coaster races—they attracted as many fans to the coaster racing event as those who came to place a wager! Thus the "thrill-seeker" phenomenon was created, complete with groupies and hype. (The French still call roller coasters *montagnes russes!)*

The first roller coaster built in the US was in 1884 at Coney Island, New York. The Switchback Trolley was commissioned by the local municipal trolley department in an effort to attract evening and weekend ridership. The Coney Island station was the terminating station for one of these trolley lines, and it soon became the most popular in the entire system, as the first amusement park in America evolved around the transit station. Today, Coney Island is on par with baseball and apple pie as American icons.

Fig. 13-2. The Mine Adventure is a low intensity coaster for the whole family.

The coaster phenomenon spread beyond Coney Island first to the World Columbian Exposition of 1893 (held in Chicago), then to Chicago's Riverview park (a rival to Coney Island) which had the Fireball coaster with speeds of over 100 mph and drops that eluded the city's coaster height limit of 72 feet (they built man-made trenches where coasters could send their cars careening down tracks below ground level). Not long after, other major cities, such as Philadelphia (with a park built by the Philadelphia Toboggan Company) joined the amusement park revolution, followed by Cincinnati (where the Twister was born), Lancaster, PA (where the steepest wooden coaster ever built was constructed), Revere (a suburb of Boston that hosted a ride called Lightning) and Ontario, Canada (host to the Cyclone which is purported to have caused a mute man to utter his first words, "I feel sick").

The amusement park movement fell on hard times during the Great Depression but was revitalized by Walt Disney in June of 1955 when Disneyland first opened to the public and the term "theme park" became part of the vocabulary of the vacation-going public. Among many firsts introduced by Disney was the world's first steel coaster with tubular rails, the Matterhorn, which was also the first roller coaster that had multiple trains. Soon, other major "theme" parks followed suit, including Knott's Berry Farm (where the first modern era helix, or "corkscrew," coaster was built in the mid 1970s), Magic Mountain (where the Great American Revolution was unveiled and renewed an interest in looping coasters), Busch Gardens of Tampa Bay (that popularized the idea of a family park with shows and rides for the whole family), and Six Flags Over Texas (where one of the first flume rides was assembled).

Today, the roller coaster phenomenon has inspired magazines and cable TV shows dedicated to nothing but coasters. The industry has stars, fanatics, and even a professional coaster designing software package that resembles the *RollerCoaster Tycoon 3* coaster-building interface. John Wardley, one of the current coaster-designing superstars, even suggests that coaster-designers of the near future may look to computer games as inspiration for coasters of tomorrow.

The Coaster Principle

Fig. 13-3. The Water Python is a tobogganist's dream...*or* nightmare!

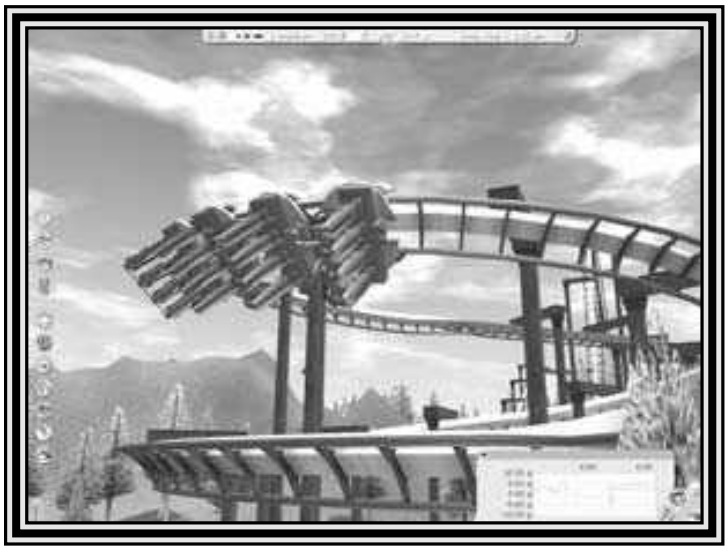


Fig. 13-4. G-forces can be the deciding factor in whether your custom-built coaster is a hero or a zero.

The idea behind the roller coaster is pretty simple: raise a car up an inclined track and let gravity send it along a course of twisting rails back to where it started. Passenger safety is the most important factor in building a coaster; the second most important factor is producing a profit by balancing entertainment value with load capacity.

G-forces

The designer of a coaster track also has to remember the physical limits of the human body. Acceleration, deceleration, twists, turns, and loops result in g-forces. The typical person can handle about five to six g before blacking out—modern fighter pilots equipped with special flight suits can handle about nine g. The peeps in *RollerCoaster Tycoon 3* are a little more hearty and may even be persuaded to ride a coaster with over 10 g. Fortunately, the coaster building tools also include a real-time graph that shows the g-forces affecting the coaster car as it moves along the track.

tip As you build your coaster, run the ride in test mode. This allows you to check the tracks to determine if they are too steep. As the coaster runs in test mode, open the g-forces graph from time to time to see where your coaster has its most extreme forces.

EIN Numbers

EIN stands for excitement, intensity, and nausea. In *RollerCoaster Tycoon 3*, a coaster's excitement value is determined by the steepness of the drops combined with the speeds achieved. Excitement is increased by well-coordinated scenery nearby, or when a ride event is attached to the track (see Chapter 9: Scenery and Customized Buildings for a discussion of ride events). Excitement is reduced when the intensity and nausea values are too high.

Fig. 13-5. This may look like a cool coaster, but it is a killer, with double-digit g-forces.

Intensity is calculated by a formula that considers both vertical g-forces (up and down), lateral g-forces (side to side), what percentage of the ride is dominated by intense track pieces, and the duration of the ride. The nausea rating considers lateral g-forces and the amount of time they are experienced, as well as the number of times a track piece causes a coaster's train to change direction.

Each coaster type has a default EIN range. For example, a junior wooden coaster may have EIN values whose range is in the lower end of the scale. Every track piece has its g-force and speed values pre-calculated; these are modified by the launch speed of the coaster, the values of the preceding track piece, and the kind (and size) of car on the track.

tip

Coasters are expensive, so make sure you have the cash on hand and the demand.

Pre-Built Coasters

Within the coaster list browser are nearly 50 coaster types, from the traditional wooden roller coaster to the latest innovative mega-twister variety. Click the Load icon next to each coaster type to see the pre-built coasters, along with cost, size, ratings of each, and other important values.

Do-It-Yourself Coasters

To build your own, click the Rides button and select Coasters. This opens the coaster list browser. Click the thumbnail picture in the list browser. The track-piece toolbox opens and your first track piece is attached to your pointer, waiting to be placed. (You may also start building your own by clicking the Load icon in the list browser to open the track browser and then highlighting the custom design list item, and clicking the Build This button.)

The Track-Piece Toolbox

If you've ever assembled a model train, the track-piece toolbox will be easy to understand. In it you'll find every available piece for the coaster you're trying to build. As you add a track piece to your coaster, the toolbox highlights what track pieces may be used for the next piece, as well as what options are available for the track piece presently selected (such as brakes, a camera trigger, lift chains, or loading platforms).

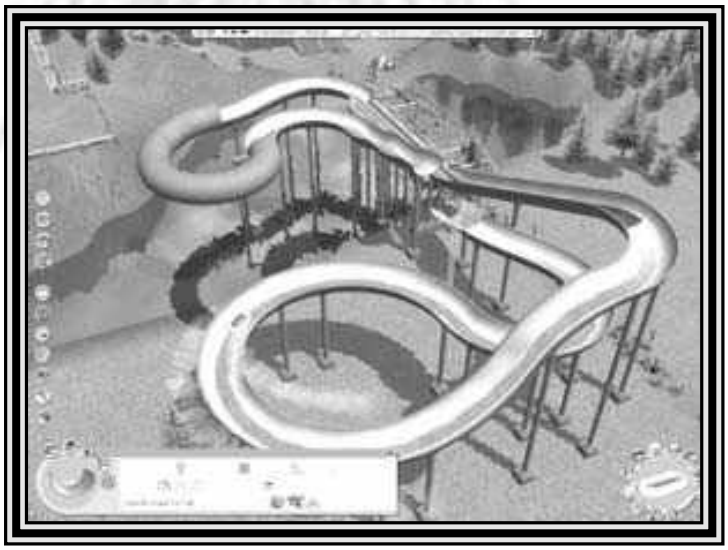


Fig. 13-6. The coaster track toolbox becomes a frequently used feature for building your own roller coasters.

Here's how to use the toolbox. After you've placed the first track piece, click on the icon again to add an identical piece. To add a different track piece, click a different one in the toolbox to cause a grayed-out version of it to appear on the coaster (this lets you preview what it will look like). If the grayed-out track piece is red, it either intersects another track piece or it collides with another item (such as scenery or the ground) and may not be added. If the track piece is blue, click the same icon again to add it.

To add elements such as lift chains or camera triggers, make sure the track-piece toolbox is open, and then click a track piece in the coaster where you want to add the element. If the element may be added, its grayed-out icon is displayed in the toolbox. If the track piece already has an element, its icon is full color in the toolbox. Remove the element by clicking its full-color icon (this causes the full-color icon to become grayed-out).

Track Pieces Explained

The shape of the icon for each track piece does a good job of informing you what kind of track piece is represented. Keep in mind that each coaster type treats some of these differently. Also note that the right side of the toolbox is reserved for special pieces, such as loops or helixes, and these are shown only when they may be added to the selected track piece.

Finally, the elements shown in the toolbox include the following: loading station, camera trigger (which may only be added once to a coaster and only to a straight level track piece), straight brakes (added to a straight level track piece for slowing a coaster down), block brakes (added to a straight level track as a stopping point when multiple trains are run on the same track), lift chains (that can be added to straight inclines) and the banking properties available for select track pieces. Each of these provide the means for you to

customize and tweak a coaster track by track, piece by piece. The spot in the toolbox directly beneath the elements are a few utility icons for deleting a selected track piece, turning on height markers, and for using the auto-complete feature.

General Advice

Use the game's tutorial to familiarize yourself with all the steps for creating a coaster.

Always, always start with a loading station that is long enough for the train. A good rule of thumb is to create a loading station that is four or five segments long. And always follow the loading station with an incline that has a lift chain.

Unless you are building a coaster that will conform to the layout of some feature in a scenario (such as a canyon, a hill, or a building) it's best to create a coaster in the Coaster Designer tool (found under the game's main menu, under Tools).

Run the coaster in test mode to see the effects of your newly added track piece. Check the coaster's graph (found in the ride's control panel) to see the g-forces and speeds affecting the train as it moves along your tracks.

Experiment with the launch speed or straight brakes to tinker with the ride's properties. Ensure that pieces going into a turn and coming out of a turn are properly banked to reduce the undesirable lateral g-forces. Try raising the loading station above the ground (by holding Shift as you move the pointer up and down in preparation for placing your first track piece) and follow the raised loading station with a drop so you don't have to add a lift chain to the coaster.

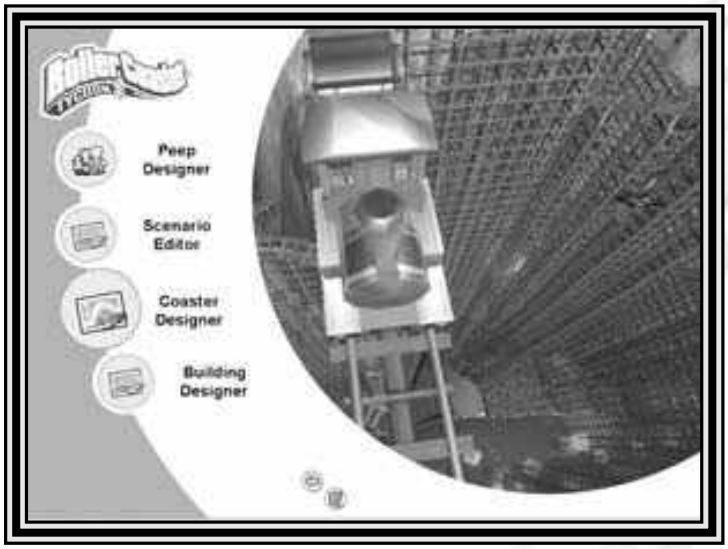


Fig. 13-7. Build your coaster in the Coaster Designer tool (found under the Tools button in the main menu.)

Getting Started

Let's try building your own coaster.

Click the Coasters button from the Rides buttons to open the list browser. Notice the list is alphabetized. Click the icons at the bottom of the list browser until only the Wooden-Tracks icon is full-color, and then find the Wooden Coaster ride in the list. Scroll the window until you see the Load icon, and then click on it. This displays the Track Browser dialog box that shows a list of four pre-built coasters; click the one that's labeled custom track and then on the icon labeled Load This.

With your first track piece attached to the pointer, click anywhere on the ground. Notice the track has been placed on the ground and the default starting piece is one segment of a loading station. Click the Loading

Station icon five more times to extend it. Before you do anything else, click on the ride-control panel in the screen's lower right corner, and then click the Vehicles button and change the numbers of cars to six (if the game doesn't let you increase this value, add another loading station piece to the ones you've just placed).

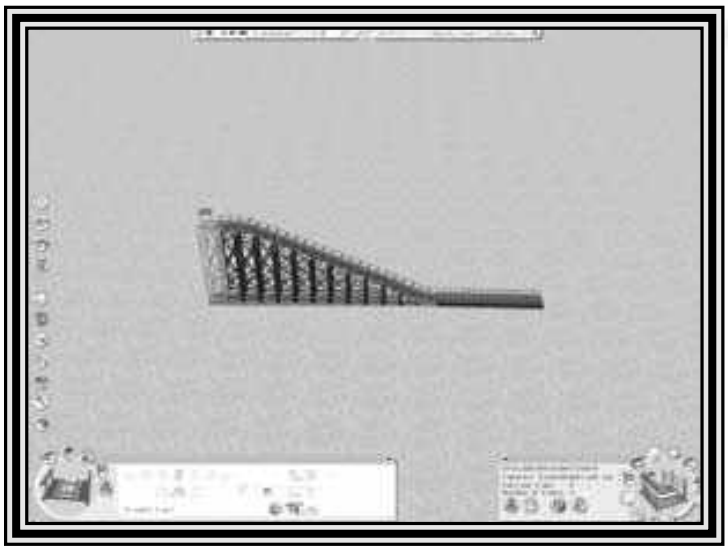


Fig. 13-8. Add the first few track pieces.

Now click the Incline icon and notice it, along with the Straight Track icon, turn yellow. Click the Chain Lift icon causing it to turn full-color; this indicates that the track piece you are about to place will have a lift chain. Now click the Incline icon 10 times to create a respectable first ramp. Follow it with a flat straight piece (click on the Flat icon once to select it and once again to add it), then another but without the lift chain.

Now is a good time to add your first drop. Click the Gentle-Slope icon to select it, and then again to place it. Click the Steep-Slope icon to select it, and then again to place it. Add another, then a gentle slope, and then a flat piece.

Here is where you get to add your first special track piece. Find the water splash track piece in the right portion of the toolbox, click to select it, and then click again to add it. This might be a good time to run the ride in test mode; hereafter, if your coaster train fails to make it up any inclines you've recently placed, close the ride, the run it in test mode to restart the cars. Now add two tight right curves and a flat track piece. Next, add 11 gentle inclines with lift chains assigned to each, a flat straight piece with a chain, followed by another without the chain.

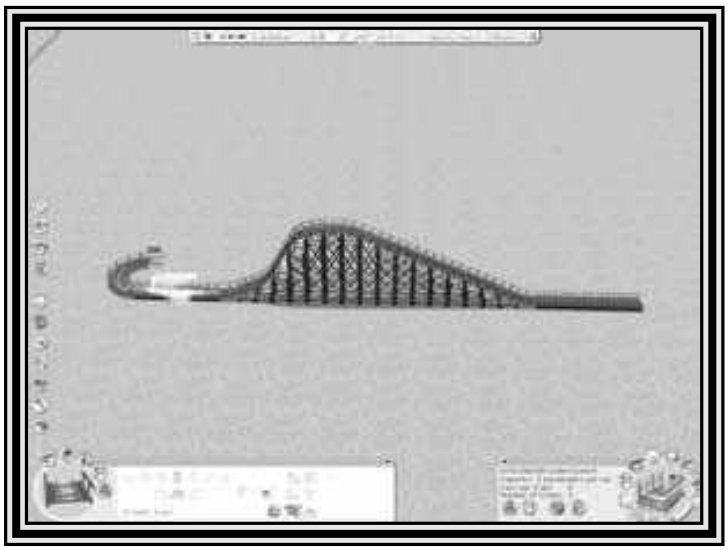


Fig. 13-9. Step-by-step your first coaster comes to life.

Create another drop as you did for your first by adding a gentle slope, followed by a steep slope, two gentle slopes, flat straight track, and add another gentle incline. Now look in special track pieces section again and notice there are a couple of track loop pieces in the list; click on a loop track piece to select it and click again to add it.

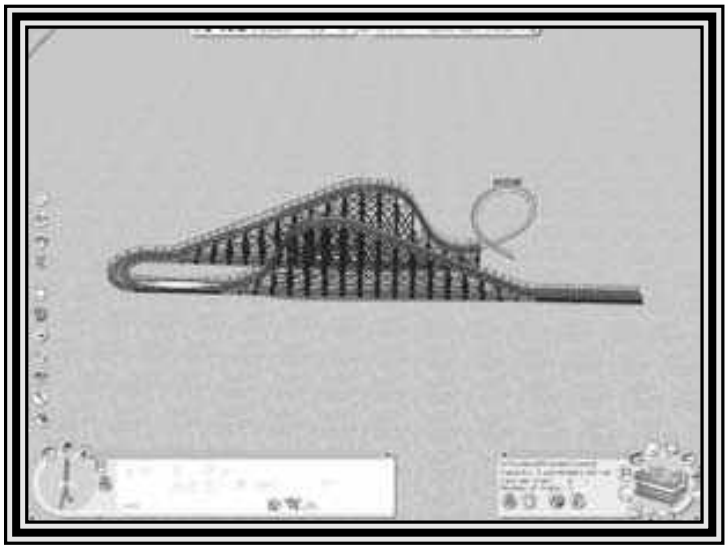


Fig. 13-10. Add a loop when the interface informs you it is permitted.

With your first big loop behind you, create another track "hill" by adding a flat straight piece, a gentle incline, a steep incline, a gentle incline, a flat piece (creating the crown), and then more pieces to bring the track to the ground, add two tight turns, two straight flat pieces and another water splash track piece.

Now find the Auto-complete button and click it to cause the game to calculate a solution for completing the track. When the game finds a solution, the track is highlighted in blue. If you are happy with the auto-complete solution, click the Auto-complete icon again.

Watching EIN Values

Your coaster should now have three hills, two water splashes, and a loop. Click the Graphs button in the ride's control panel and watch the values of both vertical g-forces and lateral g-forces as the coaster train moves along the coaster track in test mode.

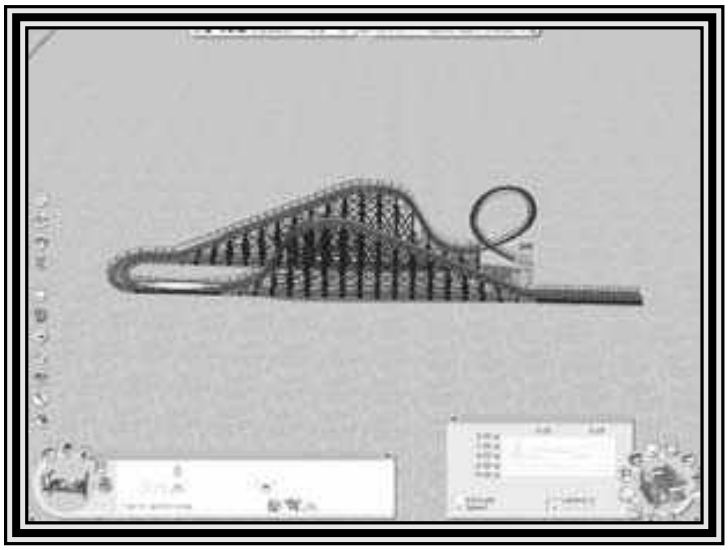


Fig. 13-11. This graph is most helpful when building a coaster.

After the ride has run a couple times around the track, check the test results for your EIN values. If you follow the steps just outlined, you should have a perfectly acceptable, though somewhat compact, wooden roller coaster.

Saving Your Coaster

Name the coaster in the ride information panel and click the Save button. When you play later, your new coaster appears in the list of pre-built Wooden Roller Coasters. Customize the look of the coaster cars, as well as the colors of the car and track by using the paint-can features found in the ride control panel.

Other Track Rides

Transport Rides

Tucked away second from the bottom in the list of Ride buttons are transport rides, giving you a means to move your peeps from one end of the park to another. The steps for creating these track rides are the same as for creating coasters (with the exception of elevators, which allow you avoid stairs when there's not enough room).

All track rides can have multiple loading stations, but the transport rides benefit most from the feature.

Fig. 13-12. The Ski-Lift is the ideal ride to move peeps from one end of the park to another.

In the Gentle Rides list browser, an entry called Crazy Golf lets you add a miniature golf course to your amusement park. The steps for constructing a mini-golf attraction are the same as for making other track rides.

Other Rides and Attractions

At the bottom of the Rides buttons is one that opens a list of other track rides. These include slow-moving transports that you may use to create a show ride, complete with ride events, animatronics, and other scenery to give riders a sense of adventure. Show rides score particularly high in the excitement category.

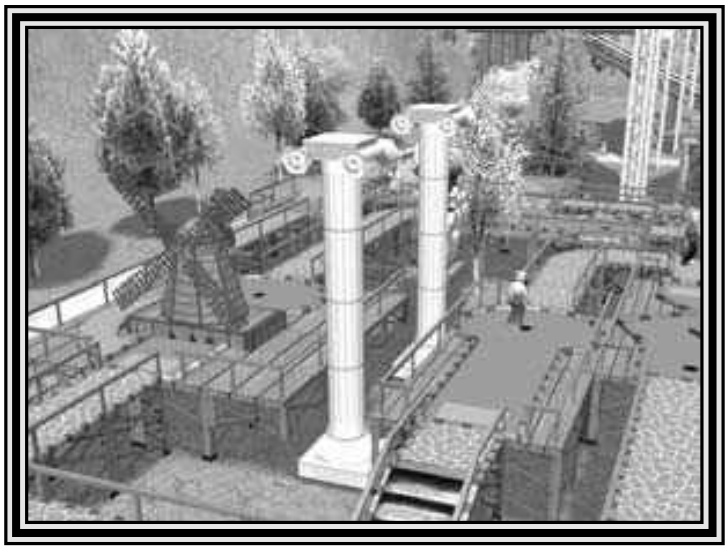


Fig. 13-13. Yes! Crazy Golf!

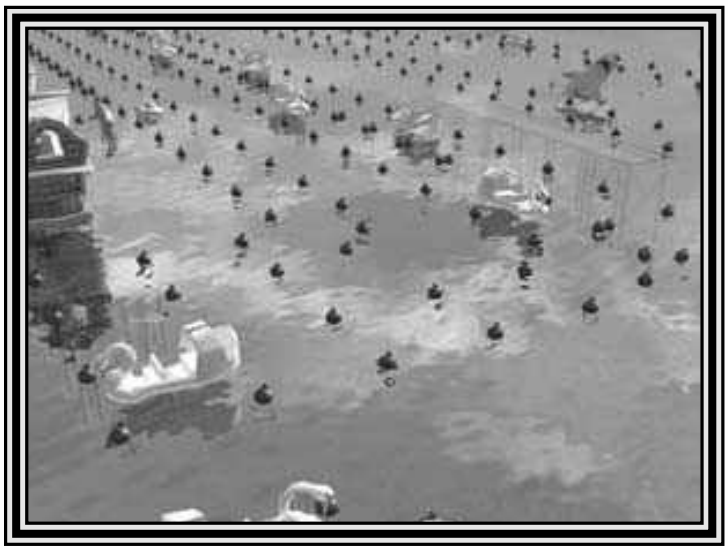


Fig. 13-14. Water rides are another form of track ride.

Water Rides

Clicking the Water Rides button displays a list browser that itemizes all the water rides available for your park. These rides must be built in a body of water. Use the terrain tools to prepare the terrain for a body of water that will also support a ride. See Chapter 6: Terrain Tools, for more about preparing a body of water for rides.

developer moment

SAM DENNEY—Art Director, Frontier Developments

When the prospect of doing a version of a *RollerCoaster Tycoon* that was all new from the ground up arose, we were inspired to do some "research" and visit several real-life amusement parks. In particular several of us on the development team wanted to ride every roller coaster in Great Britain's renowned Blackpool Pleasure Beach (located just north of Liverpool), which Chris Sawyer recommended for having the greatest concentration of coasters with high excitement, intensity, and nausea (or EIN) numbers. Some of the most exciting roller coasters in the world are at Blackpool.

Sadly, the day we arrived at Pleasure Beach, the weather was abysmal. It was chilly with occasional drizzling, and the park was crowded in spite of the weather conditions. We were determined to carry out our "research" anyway; after all, Blackpool is quite a journey from Cambridgeshire where most of us live. The tallest, fastest coaster in Europe, the Pepsi Max Big One, is located in Blackpool and is over 235 feet high with over a mile of twisting, looping track with cars exceeding 85 mph. After waiting in the long queue line for almost an hour, we finally climbed into the seats and readied for the launch. All of a sudden, the clouds parted and the sun shown down as the car started its initial lift sequence. For the entire duration of the ride, the sun added joy to all the excitement for the most exhilarating experience of the day.

Although, I must admit, there was a moment where I experienced a feeling of "nausea" (if you know what I mean), but it was not the result of having ridden any of Blackpool's thrilling attractions. Rather, my nausea was the result of our visit to a nearby pub where we celebrated after a day of coastering. But that's a another story!

Fireworks MixMaster™

According to one of the designers on the *RCT3* project, when the folks at Frontier were discussing new features for *RollerCoaster Tycoon 3*, adding day and night to the game was a "no brainer." Not surprisingly, the first question one of the team members asked was: "What about fireworks? Surely there would be fireworks! If we add day and night, we have to add fireworks." (It's funny how great ideas tend to cascade into greater ones.)

With fireworks now added to the list of new features, Frontier asked themselves if fireworks should be limited to a collection of pre-canned shows or could players edit their *own* shows? This is *RollerCoaster Tycoon!* Of course the players can edit their own shows! And if players could create custom-made shows, could they use their own music? (Yes!) And if players could use their own music files for fireworks shows, could players also use their own music files as soundtracks for rides? (Yes again!) And that's how the decision was made to allow players to import their own music files for rides and fireworks shows.

Fig 14-1. Of course you can create your fireworks show!

Playing with Fire

The good news is that creating a fireworks show is free! You may create the most elaborate pyrotechnical extravaganza ever imagined. The only minor down side is that the cost of the show is deducted from your cash each time it's played, and your peeps are momentarily distracted by the show, making sales suffer a little, even though park rating goes up!

Where Shows Are Created

There is no stand-alone editor for creating fireworks shows as there is for creating peep groups, roller coasters, and buildings. The only place in the game where you may create a fireworks show is in-game. But you don't need to take precious time in a scenario to edit your show. Open the game's sandbox mode to a blank level and open the Fireworks MixMaster there.

Fig. 14-2. The dialog box for loading fireworks.

Loading a Show

At least one show is included with *RollerCoaster Tycoon 3*. Open the Scenery buttons and click on the Fireworks button. This displays the fireworks show interface. Take a few moments to get familiar with all the buttons in the interface.

Now, click on the Load Fireworks button to open the dialog box for loading a previously saved show. Select a show, and then click load. This causes a set of fireworks launchers to be attached to your pointer, which you may drag around and place in your park just like any other object. When you click to drop the launchers, the fireworks interface opens to the fireworks timeline, the heart of the Fireworks MixMaster.

The Sequencer

Notice how the fireworks timeline has several tracks. Those familiar with music sequencers will immediately recognize the piano roll design. Also notice that fireworks are represented in the tracks by colorful bars. The length of these bars indicates the entire duration of the firework, from launch to when the last bit of light is extinguished. The symbol at the left part of the firework bar indicates whether the firework has been assigned to a launcher; if it's red, the firework has not been assigned to a launcher and will not be fired when the show runs. Within the bar are color variations that indicate when an explosion will occur or when a secondary launch will take place.

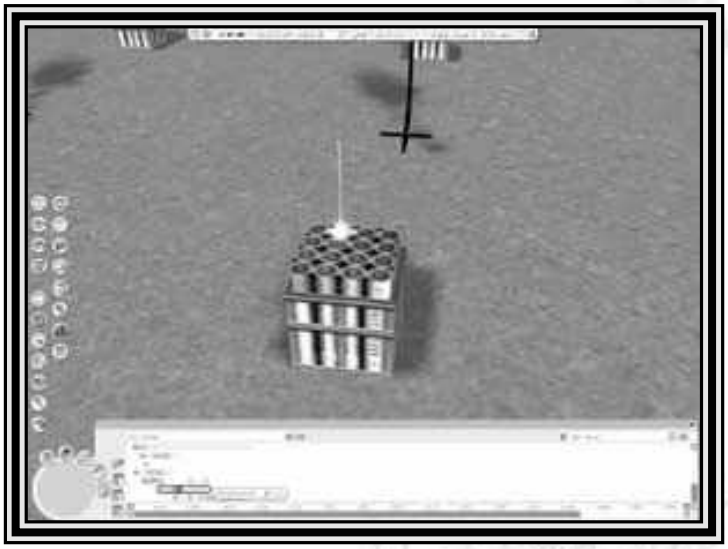


Fig. 14-3. The Fireworks MixMaster timeline

The tracks are not assigned to any particular launcher. They are provided so you may have several fireworks launching at the same time or in rapid sequence.

Creating Shows

Let's start fresh and follow these steps:

Open the interface. With the game playing in sandbox mode, click on the Scenery button and then click the Fireworks button. This opens the fireworks interface.

Fig. 14-4. Choose a fireworks launcher from these four choices.

Place a launcher. Next, in the fireworks interface, click the Fireworks button to open the panel with the four types of launchers, and then click on a launcher and drop it in the park.

Fig. 14-5. The show list should be blank when you start a new sandbox game.

Open a new timeline. Click the Fireworks Shows button (the one with three rockets) to open the interface to where the shows loaded for your park would be listed. The list should be blank except for a small icon (three rockets with a plus sign). This is the New Show icon; click to open a blank timeline.

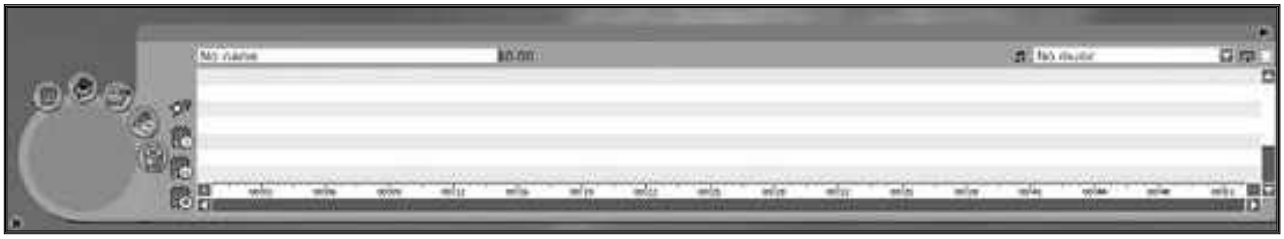


Fig. 14-6. A blank fireworks show timeline

Name the show. Click the field with the words "No name" and name the show.

Pick music. Click the music drop-down list to display a list of songs that includes both game music and music files you've placed in the *My Music\RCT3* folder (found within the *My Documents* folder). Click on a song to assign it to this show. Pick another song any time you like. Click the checkbox next to the music name to cause the song to loop while the fireworks show plays.

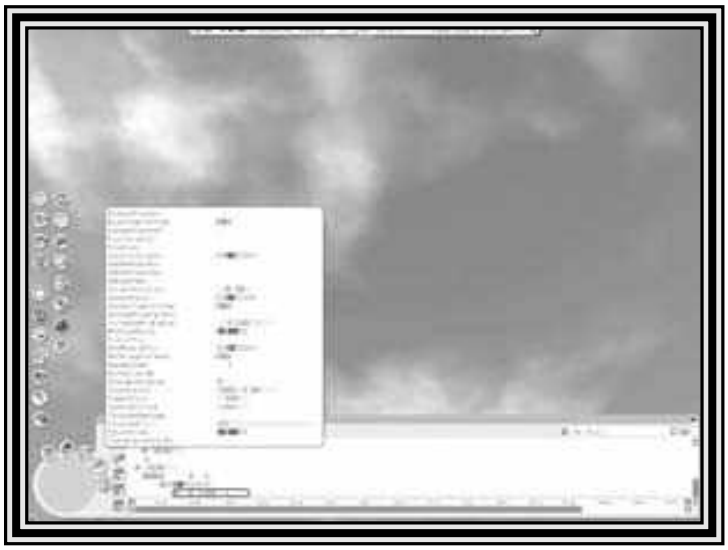


Fig. 14-7. Choose a firework from the list that pops up when you click in the timeline.

Add fireworks. Click in the timeline, and then click on a firework from the list that pops up. This causes that firework to be added to the track where you clicked, and the firework's launch time will be exactly where you clicked. You can drag the firework anywhere in the timeline and to any track except where it might overlap another on the same track. Delete a firework by right-clicking on it. Change the color of the firework by double-clicking on it in the timeline and moving the color sliders in the box that appears.

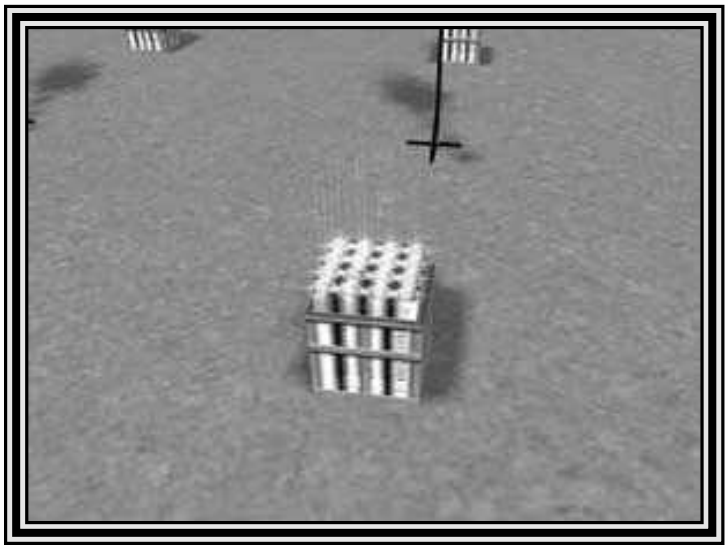


Fig. 14-8. The launcher glows when the firework selected in the timeline is assigned to it.

Assign the firework to a launcher. Move the pointer over the launcher and notice the launcher glows as the pointer gets closer. Click the launcher to assign the firework to that launcher. (The glow gives you a clear indicator where you may assign the firework.) After the firework is assigned to a launcher, the little red circle at the left of the firework's bar turns from red to green.

Repeat adding fireworks to the timeline and assigning them to a launcher. Continue until you are happy with the show. Test the show at any time by clicking the Play button.

Save the show. Click on the Fireworks Displays button (the little rocket next to a calendar page) to open the list; your new show should be listed there. Next to it is a Save button; click on it to open the Save dialog box and save your show. It's saved to the *RCT3\Fireworks* folder found within *My Documents*

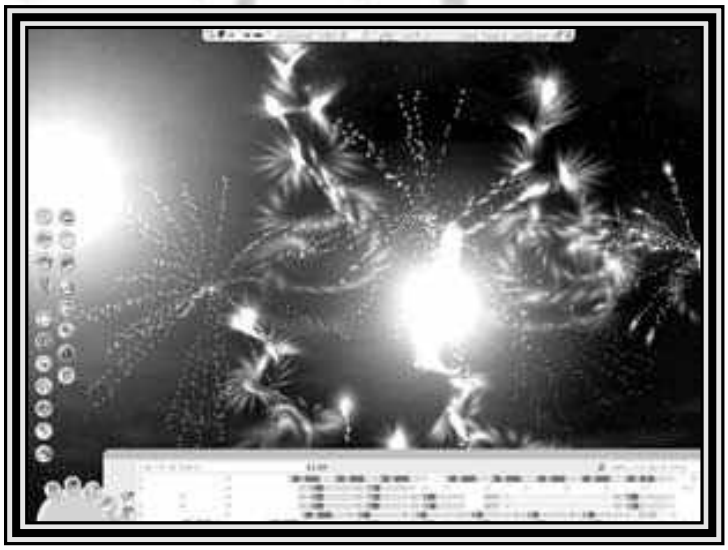


Fig. 14-9. Your first show.

There you have it! Your first show!

note

Music is not saved with your show. If you remove a song file assigned to a fireworks show from the *My Music\RCT3* folder, the fireworks show will play without any music. If you give your show to a friend, he or she must also have a copy of the song file.

Fireworks Explained

The fireworks are not color-coded; the colors are offered as a visual aid to distinguish them from each other.

The little color dot at the left end of the bar of a firework in the timeline shows if the firework has been assigned to a launcher; if not, the dot is red, otherwise it is green.

When you click on a firework in the timeline that is already assigned to a launcher, the launcher glows white.

A list of each firework is found in Chapter 18: Reference Guide and Cheats.

The Sandbox

Every summer on beaches all over the world, children are digging in the sand and sculpting sand castles. They dream big and sometimes build big, one bucketful of moistened sand at a time. Annual sand-sculpting competitions are held at many of these same beaches, where skillful artists create whatever their imagination can conjure using only sand, spray bottles of water (mixed with a secret combination of hairspray and glue), and a set of clay-sculpting tools—all in pursuit of fame and (a not so large) fortune—proving that you're never to old to play in the sandbox.

Sandbox Mode

What if... If money were no object, customer satisfaction didn't matter, and you could have all the employees you'd ever need, what kind of amusement park would you create?

Third only to 3D and riding rides, the most fan-requested feature for the new edition of *RollerCoaster Tycoon* is Sandbox mode.

What's Missing

The Sandbox mode of *RollerCoaster Tycoon 3* plays exactly like the scenarios, but you have no limits on cash, none of the objects are locked, you are not obliged to let day or night happen (you just flip a switch), and you don't have to meet any scenario objectives.

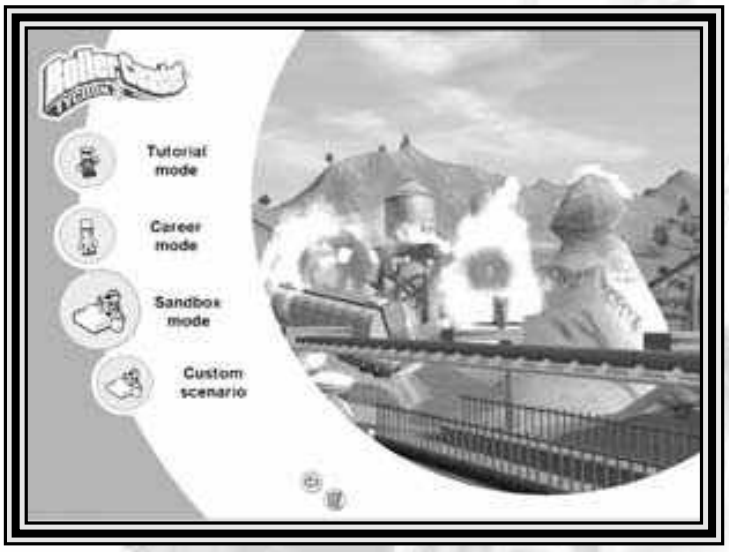


Fig. 15-1. Sandbox mode frees you from the constraints of money, time, and goals.

What's Added

The game provides you with a blank sandbox, complete with guest spawning point and park entrance. Some of the coasters are locked in sandbox mode until you finsh all the Tycoon scenario objectives in all the game's scenarios. Cash is unlimited, so have fun! If you want a sandbox with a different entrance and back drop, open the scenario editor and follow the steps in the following paragraphs.

Under the Scenery button are a selection of park entrances and an arrow-shaped object for spawning or injecting arriving guests. On the Park Operations dialog box are two additional sections not found in the interface for a scenario game; one is for setting the background so you can set your location to mountain, desert, hill, island, spooky, and space-base. You can also define what kind of fence lines the periphery of your park.

The other addition to the interface is a map section in the Park Operations dialog box, where you may change the size of the land area for your sandbox park.

Sandbox mode also includes a nice selection of pre-made parks so you don't have to start from scratch.

tip

Open any of your saved scenarios files in Sandbox mode by copying the file from the campaign folder to the sandbox folder. Unfortunately, once you save a scenario in Sandbox mode, *it cannot be opened again in Career mode.* We wouldn't want you to cheat...

Fig. 15-2. Add a path, a spawning point, and an entrance gate.

Getting Started

First draw a path where the entrance will be, drop a guest spawning point (Guest Injection arrow), and then place a park entrance. This ensures that your sandbox park also has visitors.

If you've chosen a background and want the terrain beyond the park boundary to match it, open the terrain texturing tools, select a color, and paint the new color along the fence of the park. This causes the area beyond the fence to change to the new color.

Fig. 15-3. An island amusement park is easy to create.

If you want your sandbox park to reside on an island, choose the island background, raise the main area of the landmass just a few meters to form a hill, and then select the water tool and click at the foot of the hill. Water is added and appears to recede into the horizon.

Now, click the Setup Inventions button to open the research feature, select all objects in the left column, and add them to the right column so everything the game offers is available in your new sandbox.

Digging in

Now set the financial conditions to include unlimited money and save the park. Close the scenario editor, copy the file from *My Documents\RCT3\Scenarios* to *My Documents\RCT3\Parks,* and then return to sandbox mode and load the new file.

There you have it. With all the starting details taken care of, you are now free to build the amusement park for your own amusement. Build what ever you want—as many rides as you want, with any scenery you want. Sculpt the terrain any way you want. In the sandbox, you are the only peep whose opinion matters!

And after you've put the finishing touches on your magnum opus, show it off to your friends or other *RollerCoaster Tycoon 3* players!

secret

SECRET ACCESS CODE NUMBER 4: 0012777

Here's the fourth access code for downloading one of the special objects from Prima's *Roller Coaster Tycoon 3* website *just for readers of this strategy guide*! It could be a new coaster, or a custom-created building, or even a whole new scenario—but nobody else has these special objects! Jot down these numbers in the spaces provided on page 318. Find instructions for using these codes there!

The Scenario Editor

There's a saying in game development circles: "Everyone thinks he's a game designer." But as Thomas Edison said, "Genius is one percent inspiration, ninety-nine percent perspiration."

The three essential elements of game design are rules, balance, and reward. The scenario editor in *RollerCoaster Tycoon 3* already solves the problem of setting the rules for the game, and therefore more than half of the perspiration mentioned by Mr. Edison. The other two elements, balance and reward, are what you must provide.

Sage Advice for Game Design

Games need to offer rules, balance, and reward. Any game, from Go Fish to soccer to chess to *RollerCoaster Tycoon,* has rules, balance, and reward. Here are a few of the closely guarded secrets from the masters of game design.

Great game design requires an understanding of why people play games.

Rules

A game is just a toy with rules. Rules determine how the game is played. Rules are the interface the player uses, and the controls at the player's fingertips. Rules set the steps the player must take to accomplish a task, and what conditions are required for the player to advance. Rules specify what penalties may be imposed and **must** be easily understood and logical. If a player fails at a game, it must be the result of the player's actions or choices and never be because of the rules. Rules are the accounting method for a game.

Rules are the accounting method for a game.

Balance

Balance, on the other hand, is the emotional appeal of the game. Balance offers structure to gameplay so the player may gain a sense of accomplishment for his or her efforts. Balance never confuses challenge (good) with frustration (bad) or time-consuming tasks of little consequence (worse), but it also never indulges the player with riches the player didn't truly earn. Balance infuses drama by offering occasional moments of epiphany (aha!) counterbalanced with occasional setbacks (uh-oh). Balance allows all the time and emotion invested by the player to make a difference in the outcome—making the player really care about the activities and goals set by the game.

Balance means fun.

Reward

Reward is the inspiration provided by a game, the fantasy the player lives out while playing the game. It's the sense of fulfillment resulting from mastering the game. It's the buzz and sensation the game creates. Reward reassures players that they have gotten their money's worth and haven't wasted their time. And it sparks the players' imaginations, leaving them wanting more!

Reward gives players what they want.

If the scenario you're creating meets all these criteria, it probably contains the recipe for success. So give it a try! Who knows, you might be the next Chris Sawyer!

The Scenario Creator

Rules fall into two broad categories, interaction (defining how the player will use the various parts of the game), and preconditions (what the player is permitted to do while trying to reach a goal). Fortunately, the player's interaction is already established. The scenario creator helps you define the preconditions.

Fig. 16-1. The scenario creator interface.

The Interface

All the things you've found on the screen while playing in scenario and sandbox modes are also there in the scenario creator. In addition, a checklist of tasks helps you maximize your scenario's playability. The interface provides a *lot* of information.

Here's where you start. Hold the mouse over each of the buttons located along the screen's right edge until a tool-tip is displayed. The tool-tip reveals what you must do with that button. Click on each of the buttons and see how dialog boxes are opened and how they allow you to select all the settings required for finishing a scenario design. You don't even have to work in the order listed by the buttons. See how easy that is?

The Essentials

To create a well-rounded scenario, ask yourself these questions:

What is the setting?

Press the Set Park Land button, and in the Park Operations dialog box that appears, click the Background icon, and then choose a background from the drop-down list (this also determines the climate and weather for the scenario). In addition, select what kind of fence will mark the park boundary.

What does the terrain look like?

Press the Set Park Land button again, and in the Park Operations dialog box, click the Map icon. Choose the size of the area to be used. Use the terrain tools to shape and color the terrain.

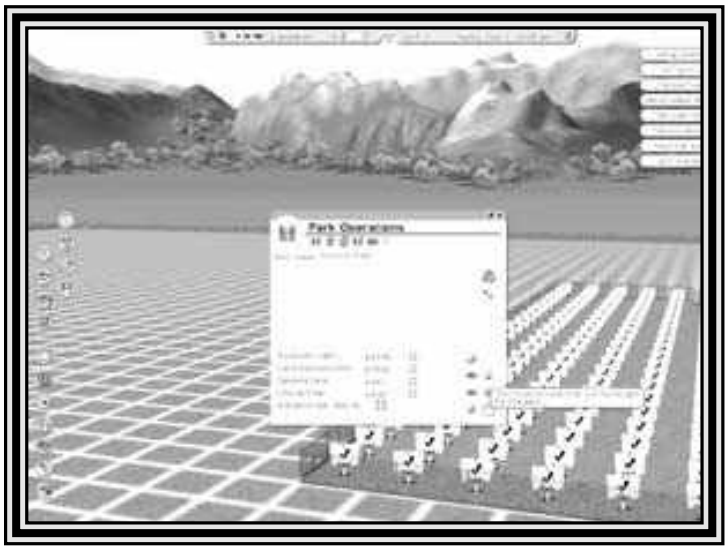


Fig. 16-2. Select the setting for your park, mark what land is owned by the park and what is not, and then shape it for variety.

What land is already owned and what may be purchased?

By default, the scenario editor sets all of the land as being owned by the park. To change this, once again press the Set Park Land button, and in the Park Operations dialog box, use the icons to define what land may be purchased, what land may leased for easement (easement is land that may have only track pieces built on it), what land is already leased for easement, what land may never be purchased, and what land may purchased after an objective is completed. Do this by clicking the desired icon and holding the mouse button while dragging the pointer over the land. The size of the grid for this step may be adjusted in the dialog box. Also set the price of buying land and easement rights. This is the price per square.

Fig. 16-3. Determine where guests will enter and how they'll interact with the park.

Where will the guests arrive?

Follow these exact steps. Identify a spot where you want guests to appear (or spawn) and then decide where the park entrance will be (give yourself some space between where the spawning point and the park entrance so guests have a place to mingle when the park is closed). Put down a footpath first where you want the spawning point to be, then build it to where you plan to place the park entrance. Then add a Park Guest Injection Point (found in the scenery buttons under Park Entrances) followed by a Park Entrance. You may have as many entrances and injection points as you wish!

What is the layout at the beginning of the scenario?

Now add paths, rides, scenery, shops, and so on. The sky's the limit.

What is the starting condition of everything?

Set what rides and shops will be open and which ones will be closed. Set what staff have been hired and trained, and define the area each will patrol. (Don't forget to assign mechanics to specific shops and rides, and to assign janitors to specific trash bins.) Next, press the Set Guest Statistics button to open the Park Operations dialog box and set the parameters that determine what state the guests are in when they arrive and how quickly they arrive. Press the super fast forward button in the dashboard to advance the starting time to the desired time of year and time of day.

Fig. 16-4. Set the player up for success without giving away the store.

What restrictions are placed on the player?

Press the Set Park Options button to again open the Park Operations dialog box where you can add any of the restrictions listed. Press the Choose Finances button to open the Finances dialog box and select the loan settings (starting, maximum, and interest rate), the starting cash for the scenario, whether the player's cash is ignored, whether the entrance fee is fixed, and whether the rides are free. Press the Setup Inventions button to select what rides, scenery, shops, and shop inventory may be researched. Press the Set Park Land button to set the park operating hours and entrance fee.

What rewards are offered to the player?

Press the Set Park Options button to open the Park Operations dialog box, and then click the Awards button. Select what awards you want to be available in the scenario and then select a cash bonus (up to $1,000) to accompany the award.

What must the player accomplish?

Press the Choose Objectives button to open the Scenario Objectives dialog box. Click the Apprentice icon, and then define the set of objectives for that level and repeat the process for the Entrepreneur and Tycoon levels. (Instructions for defining objectives are provided in the following paragraphs.) Name the scenario (which will also be the name of the park) and write a briefing (scenario description). Close the Scenario Objectives dialog box and save the scenario.

Last Touches

Any custom-built objects you want to make available to the player, such as structures, coasters, or peeps, need to be saved in their respective folders.

Fig. 16-5. This park has been built to test the skills of a roller coaster "Tycooner."

caution

The scenario editor tries to warn you if a scenario objective you've chosen conflicts with one or more of the preconditions you've set, but some clever individuals may discover a way to create an unwinable scenario. Use the preconditions sparingly.

Using the Scenario Objectives Dialog Box

The process of defining scenario objectives requires a bit more detailed explanation because the layout of the dialog box does not indicate the order of the steps you need to take. Once you define an objective and set the variables associated with it, the steps to do so again later will be easier to remember.

Click the Choose Objectives button to open the Scenario Objectives dialog box, and then study the layout for a moment.

Notice the three hat icons at the top of the dialog box. Each scenario offers three sets of objectives, grouped by their difficulty; Apprentice (easy), Entrepreneur (hard), and Tycoon (expert). The hat icons signify the difficulty level for which you are defining the objectives. Click the red cap to begin specifying the Apprentice objectives. When you're done, click the bowler hat to specify the Entrepreneur-level objectives, and finally click the top hat to specify the Tycoon-level objectives.

Now let's define the objectives.

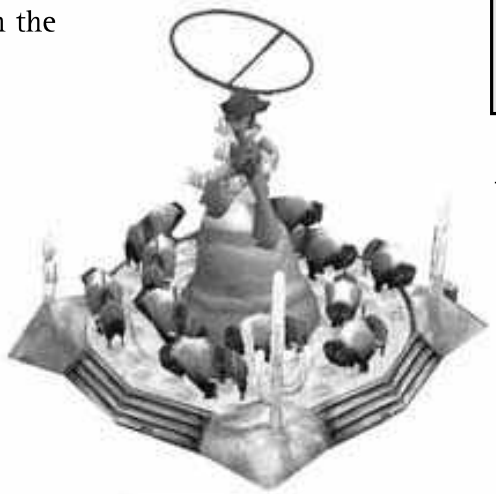
Click the Apprentice hat icon and find the drop-down list labeled "—-". (The three dashes mean there is no reward chosen for completing the objectives.) This is the rewards list, where you choose a payoff from the drop-down list of bonuses that the player receives when (in this case) he or she accomplishes all the objectives for the Apprentice level. (The reward setting is optional. You do not need to grant a reward.)

Next, click the drop-down list labeled Add an Objective and select one from the list. When you do so, it's added to the list in the lower window and a collection of parameters appears at the bottom of the dialog box. (You may add as many objectives as you like.) Adjust each of the parameters shown to finish defining that objective, and then continue until you've specified objectives for each of the other difficulty levels.

One of the objectives in the list is VIP. This is the much-touted new VIPeep feature.

Fig. 16-6. Polish off a scenario by defining the objectives.

When you choose VIP as an objective, you may also define the personality and preferences of the VIPeep by clicking the character icon at the bottom of the window to open the VIP Setup window.



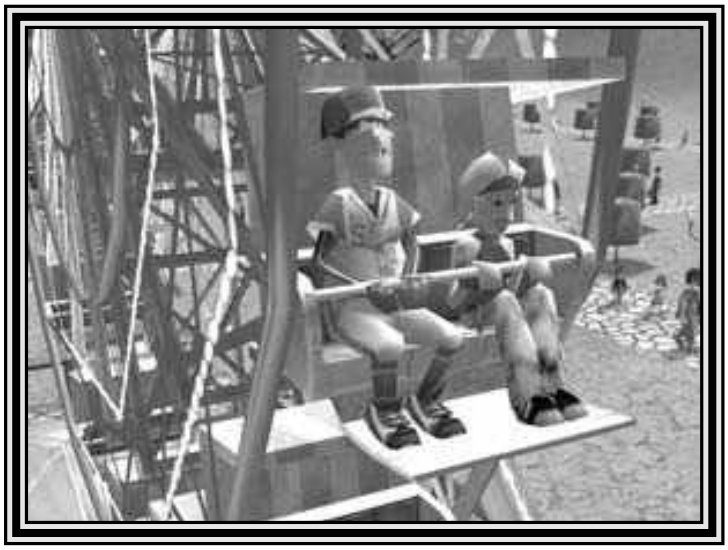


Fig. 16-7. Adding a VIPeep objectives brings extra "character" to your scenario.

Basic Principles

Obviously, you should define easier objectives for the Apprentice level and harder ones for the Entrepreneur and Tycoon levels.

tip

Try to select objectives parameters that allow the player to finish one objective every 30 minutes or so. And try to keep the time to solve the entire scenario to just a couple of hours.

Also, specify a set of objectives that allow the player to use a wide variety of the game's features so you don't put them in a rut and so that the objectives may be accomplished in several ways.

developer moment

MICHAEL O'SHEA—Lead Tester, Atari

As a young man, I was never a big fan of roller coasters and other thrill rides. To me, the hype created by amusement parks for promoting their latest theme park additions was nothing more than overblown machination of an oppressive mega-corporation desperate to acquire the discretionary income of my generation. As far as I was concerned, Disneyland was the gold standard when it came to thrill rides. Matterhorn, Space Mountain, and Splash Mountain were the coasters I used when judging other rides. I didn't much care for any other thrill ride.

That was until my best friend and I visited a nearby theme park that featured a bright orange-colored ride called The Edge. The concept of The Edge was simple. Strap passengers into a giant elevator car and raise the compartment to a height where, when dropped, passengers would reach speeds of over 60 mph. The late astronaut Pete Conrad said that rides like The Edge were the closest any earth-bound person would come to experiencing weightlessness without actually going into space!

On the day we visited The Edge it was still a fairly new attraction and the queue was so long that to ride The Edge would mean we'd have had to spend about 20 percent of our day waiting in line to ride a ride I wasn't so sure would be worth it, but then again, why go to a theme park and not ride it's biggest attraction? My friend was equally skeptical, so, with so much on the line, I spent all my energy while

queuing for The Edge reassuring my best friend that he would survive The Edge and that we would someday brag to other people that, yeah, we'd experienced The Edge and it was no big deal!

As we climbed aboard The Edge and got our first close glance at the contraption, I looked at the passenger compartment and saw a scary looking giant box with six seats all facing the same direction, each seat with a giant yoke to hold a passenger secure! I remember thinking that maybe my friend was right and that we shouldn't ride The Edge. But, like a prisoner facing execution, we resigned our will to the ride attendants.

Our car was quickly hoisted to the top of the 60-foot tower and then was thrust to the edge of the drop platform. As if the world had slowed down to super slo-mo speed, the next several seconds would feel like minutes. We dangled there in mid-air and all we could see was the vast expanse of the theme park and the city beyond. Silence filled my ears, and breathing became a chore. But then I heard the big click, a seemingly thunderous sound indicating our compartment was locked place and ready for a date with gravity. Immediately, I began to doubt my sanity. Without warning, I was in freefall. At that instant, all my internal organs groaned in protest. I watched other passengers as the hair of a nearby girl hurled upward, as well as the jacket flaps of another nearby passenger. I found it impossible to inhale. My fingers were locked to the restraint with a death grip. (I hear that some kids even place a coin on their knee to watch it float upward during the freefall, but I've never seen it.)

The whole experience riding The Edge, from being locked into place until being let out, is only 20 seconds, but those 20 seconds turned me and my friend into thrill ride junkies for life! The Edge is gone, but there's one thrill ride I still dare not ride: the High Roller built atop the Stratosphere tower in Las Vegas, 909 feet above the desert floor. Whenever I think about riding the High Roller, there's no need to reassure myself that THAT'S INSANE!

The Ride Exchange Phenomenon

It's a rare delight when a computer game inspires players to become fans, but the *RollerCoaster Tycoon* series has done exactly that. It is a bona fide hit!

Sharing Is Good

The key to the game's success is two-fold; it is a game that players want to play over and over, and players can exchange their custom-built coasters with each other. Many fans (several of whom call themselves peeps) have even set up websites where visitors may download custom-built coasters and insert them into their own amusement parks.

The phenomenon has expanded and there are now hundreds of *RollerCoaster Tycoon* fan websites, most of which include a ride exchange, discussion forums, weblogs, fan-created screenshots, and even custom created scenery. By some estimates, there are more than 50,000 custom-created coasters on the Internet.

You can get a sampling of the rides that are being exchanged by going to the official *RollerCoaster Tycoon* website (*www.rollercoastertycoon.com*) and navigating to the section devoted to each of the first two games and their respective ride-exchange sites.

Fig. 17-1. By some estimates there are more than 50,000 *RCT* and *RCT2* coasters on the web!

Sharing More Is Better

RollerCoaster Tycoon 3 allows you to customize several elements and save them for use later. These include coasters, peeps, scenarios, sandboxes, fireworks shows, and buildings. The file that is created when saving each of these is relatively small, so if you're thinking of hosting your own exchange site, you won't need gigs of space.

Here are some suggestions for what data your website's visitors will find useful and how to arrange it.

Be organized—If you are offering multiple kinds of custom-created content, group all of your coasters in one section, buildings in another, fireworks shows in another, and so on.

Be informative—List the item so that it includes the name of object, what theme category it fits into, a thumbnail screenshot of the object, its cost for adding it to a scenario, and (for coasters) the data from the test results (including EIN ratings). If you are offering scenarios, also include the objectives. Look at how objects are listed in Chapter 18: Reference Guide and Cheats for ideas in deciding what data to include.

Give Proper Credit—If you are hosting a site that includes content created by others, let your website's visitors know who created it.

Backward Compatible (Mostly)

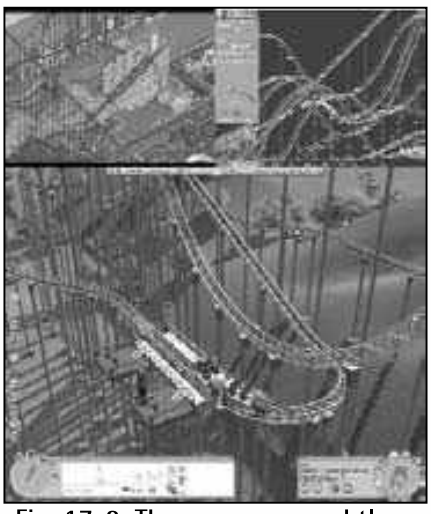


Fig. 17-2. There are some subtle differences between the coasters from *RCT* and *RCT2* and the ones in *RollerCoaster Tycoon 3.*

The ingenious folks at Frontier have taken the ride exchange idea one step (or two steps, depending on how you're counting) further. *RollerCoaster Tycoon 3* allows you to use roller coasters created under either of the first two games! How fantastic is that?

But there are a few things to keep in mind.

For one thing, the track pieces for building some coasters in *RCT* and *RCT2* have different collision boundaries than those in *RollerCoaster Tycoon 3*. For example, coasters with tracks that cross over one another or have tightly coiled turns may be too close to give proper headroom for the cars on the track in *RollerCoaster Tycoon 3*.

The other provision to remember is that the calculations used for determining g-forces and speed were not meant to be exact in *RCT* and *RCT2*, whereas physics modeling calculations used in *RollerCoaster Tycoon 3* are based on real-world physics. This means that a coaster with moderate EIN ratings in *RCT* and *RCT2* may actually be uber-extreme in *RollerCoaster Tycoon 3*. You may have to edit the ride a little before peeps will ride it.

Reference Guide and Cheats

Excitement, Intensity, Nausea Ranges

Low: 0–2.54

Medium: 2.55–5.10

High: 5.11–7.66

Very high: 7.67–10.22

Extreme: 10.23–12.78

Ultra-extreme: 12.79–29.99

Uber-extreme: 30 or above

tip

Increase excitement by adding scenery near a ride.

Awards

Awards and cash bonuses are granted to players who build their parks particularly well. Awards affect park attendance, so even if no cash bonus accompanies the award, it's still a good thing to receive an award. If you receive a penalty, your cash is reduced by the penalty amount.

Best Adventure Scenery

Awarded when six or more attractions have a respectable amount of adventure-themed scenery built nearby.

Best Western Scenery

Awarded when six or more attractions have a respectable amount of western-themed scenery built nearby.

Best Spooky Scenery

Awarded when six or more attractions have a respectable amount of spooky-themed scenery built nearby.

Best Sci-Fi Scenery

Awarded when six or more attractions have a respectable amount of sci-fi-themed scenery built nearby.

Best Reliability

Awarded when all rides have a down time of less than 25 percent for one month. This award may not be granted if the player already has received a penalty for Worst Reliability.

Worst Reliability

Penalty for when three or more rides have a down time of greater than 75 percent. This penalty cannot be imposed if the player has already received the award for Best Reliability.

Best Water Rides

Awarded when the player has six or more water rides open and none of them are malfunctioning.

Best Roller Coasters

Awarded when the player has six or more coasters open and none of them are malfunctioning. This award may not be granted if the player already has received a penalty for Most Disappointing.

Best Toilets

Awarded when the player has fewer than four open toilets and no guests are thinking "I need the toilet." May also be awarded if there is fewer than one toilet for each 128 guests and no guests are thinking "I need the toilet."

Best Staff

Awarded when all of the following are true:

There is fewer than one staff member for each 32 park guests
At least 1 staff member has been hired for each of the categories.
Fewer than 10 guests are thinking "This park has litter."
Fewer than 10 guests are thinking "This park has vomit."
Fewer than 10 guests are thinking "This park has vandalism."
All rides have a down time of less than 23 percent.

This award may not be granted if the player already has received a penalty for Most Untidy.

Safest Park

Awarded when no rides have a crash-related malfunction and no more than 2 guests are thinking "This park has vandalism."

Most Beautiful

Awarded when all of the following are true:

- At least 1 guest for every 128 is thinking "This park has great scenery."
- Fifteen or fewer guests are thinking "This park has litter."
- Fifteen or fewer guests are thinking "This park has vomit."
- Fifteen or fewer guests are thinking "This park has vandalism."

This award may not be granted if the player already has received a penalty for Most Untidy or for Most Disappointing.

Most Disappointing

Penalty for when half the rides in the park have a popularity of less than six. This penalty cannot be imposed if the player has already received the award for Best Value, or while the park rating is greater than 650 (of 1,000).

Most Thrilling

Awarded when six or more rides each have an excitement rating greater five, and also have an intensity rating greater than five. This award may not be granted if the player already has received a penalty for Most Disappointing.

Worst Food

Penalty for when 15 or more guests are thinking, "I'm hungry." This penalty cannot be imposed if the player has already received the award for Best Food. The penalty may also not be imposed where there are more than two kinds of food shops in the park, or when there is more than one food shop for every 256 guests.

Best Food

Awarded when all of the following are true:

- Total number of food shops is more than seven.
- Total kinds of food shops is more than four.
- No more than 11 guests are thinking, "I'm hungry."

This award may not be granted if the player already has received a penalty for Worst Food.

Best Value

Awarded when the entrance fee is less than $10 and at least $6 for one month. This award may not be granted if the player already has received a penalty for Worst Value or Most Disappointing. This award is not granted when the admission price is fixed or if player has unlimited cash.

Worst Value

Penalty for when the entrance fee is less than $6 or greater than $10 for one month. This penalty cannot be imposed if the player has already received the award for Best Value. The penalty may also not be imposed when the admission price is not fixed or if the player has unlimited cash.

Most Untidy Park

Penalty for when all of the following are true:

One out of 16 guests are thinking, "This park has litter."

One out of 16 guests are thinking, "This park has vomit."

One out of 16 guests are thinking, "This park has vandalism."

This penalty cannot be imposed if the player has already received an award for Most Beautiful, Best Staff, or Tidiest Park.

Tidiest Park

Awarded when all of the following are true:

One guest for each 64 is thinking, "Really Tidy."

Five guests or fewer guests are thinking, "This park has litter."

Five guests or fewer guests are thinking, "This park has vomit."

Five guests or fewer guests are thinking, "This park has vandalism."

This award may not be granted if the player already has received a penalty for Most Untidy or Most Disappointing.

tip

All objects added to your park age and depreciate. Eventually, the sale price will be worth only 70 percent of the original sale price.

Rides

note

Rides listed in this section include a listing for how large a space is required to build the attraction. This number does NOT include adding an entrance or exit, which are 1 x 1 each. Also note, the order in which the rides are listed here is the same order in which they appear in the game's menus.

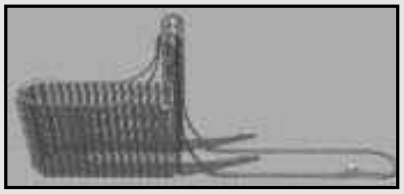
Coasters

Air Powered Vertical Coaster

Notes: No children
Description: Launched coaster. Passengers sit in a vehicle that is propelled vertically up a hill-shaped track.
Maximum Number of Trains: 1
Maximum Number of Cars Per Train: 8
Passengers Per Car: 2
Number of Car Types: 1

note

Some coasters are locked and may only be unlocked after you've completed all the scenarios' Tycoon objectives.

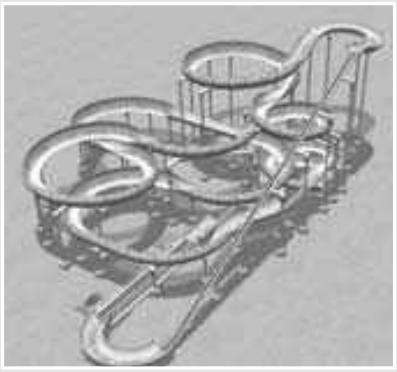


Twin Thunder

Ride Provided	Twin Thunder
Ideal Ticket Price (at default settings)	$7.85
Cost	$11,338
Salvage Price	Depreciates over time to 70%
Space Required to Build	44 x 6
Excitement	5.32
Intensity	7.6
Nausea	5.48
Maximum Speed	89.2 mph
Average Speed	45.79 mph
Ride Time	0:25
Ride Length	1,744.8 feet
Vertical G-Forces	-7.17 to 8.42 g
Maximum Lateral G-Forces	6.91 g
Drops	3
Highest Drop	242.33 feet
Number of Inversions	None

Bobsleigh Coaster

Description: Passengers sit inside a vehicle that is not fixed to a rail but rides along in a channel.
Maximum Number of Trains: 2 to 16
Maximum Number of Cars Per Train: 8 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 2
Number of Car Types: 1



Icicle Bob

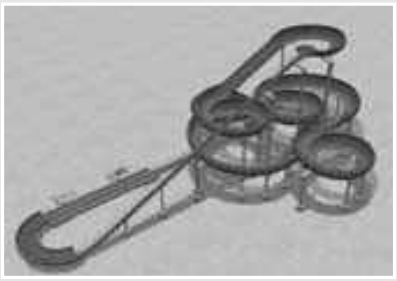
Ride Provided	Icicle Bob
Ideal Ticket Price (at default settings)	$2.45
Cost	$10,121
Salvage Price	Depreciates over time to 70%
Space Required to Build	21 x 13
Excitement	2.8
Intensity	2.8
Nausea	2.2

Maximum Speed	33.46 mph
Average Speed	19.32 mph
Ride Time	1:13
Ride Length	2,074.33 feet
Vertical G-Forces	-0.14 to 1.26 g
Maximum Lateral G-Forces	1.26 g
Drops	7
Highest Drop	11.37 feet
Number of Inversions	None

Slip Slider

Ride Provided	Slip Slider
Ideal Ticket Price (at default settings)	$2.45
Cost	$6,035
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 15
Excitement	2.72
Intensity	3.16
Nausea	2.04

Maximum Speed	42.57 mph
Average Speed	20.39 mph
Ride Time	0:42
Ride Length	1,272.03 feet
Vertical G-Forces	-1.07 to 3.42 g
Maximum Lateral G-Forces	6.43 g
Drops	5
Highest Drop	58.37 feet
Number of Inversions	None



Toxic Toboggan

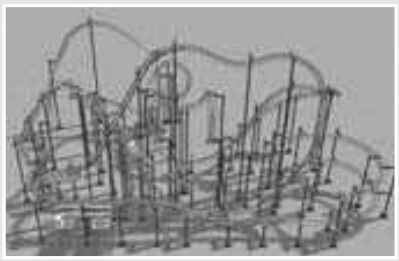
Ride Provided	Toxic Toboggan
Ideal Ticket Price (at default settings)	$2.60
Cost	$5,951
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 12
Excitement	2.8
Intensity	3.1
Nausea	2.4
Maximum Speed	38.52 mph
Average Speed	19.73 mph
Ride Time	0:46
Ride Length	1,359.57 feet
Vertical G-Forces	-0.23 to 2.96 g
Maximum Lateral G-Forces	2.34 g
Drops	9
Highest Drop	25.53 feet
Number of Inversions	None

Water Python

Ride Provided	Water Python
Ideal Ticket Price (at default settings)	$2.65
Cost	$6,346.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 12
Excitement	2.92
Intensity	3.42
Nausea	2.26
Maximum Speed	40.67 mph
Average Speed	23.77 mph
Ride Time	0:42
Ride Length	1,490.49 feet
Vertical G-Forces	-1.52 to 5.01 g
Maximum Lateral G-Forces	5.44 g
Drops	4
Highest Drop	57.28 feet
Number of Inversions	None

Compact Inverted Coaster

Description: Passengers sit inside a vehicle that is suspended below the track. Uses the same track as Corkscrew.
Maximum Number of Trains: 12
Maximum Number of Cars Per Train: 8 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 2
Number of Car Types: 1



Facelift

Ride Provided	Facelift
Ideal Ticket Price (at default settings)	$6.90
Cost	$15,252.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 16
Excitement	6.88
Intensity	9.37
Nausea	7.24

Maximum Speed	62.67 mph
Average Speed	27.53 mph
Ride Time	1:12
Ride Length	2,934.63 feet
Vertical G-Forces	-2.49 to 7.13 g
Maximum Lateral G-Forces	3.44 g
Drops	15
Highest Drop	130.84 feet
Number of Inversions	13

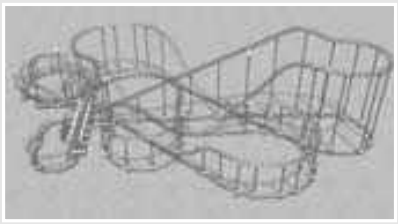
Fear Slinger

Ride Provided	Fear Slinger
Ideal Ticket Price (at default settings)	$7
Cost	$7,238.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	36 x 18
Excitement	6.87
Intensity	9.13
Nausea	6.97

Maximum Speed	56.84 mph
Average Speed	25.3 mph
Ride Time	1:22
Ride Length	3,077.42 feet
Vertical G-Forces	-8.01 to 3.57 g
Maximum Lateral G-Forces	3.2 g
Drops	12
Highest Drop	111.32 feet
Number of Inversions	9

Corkscrew Coaster

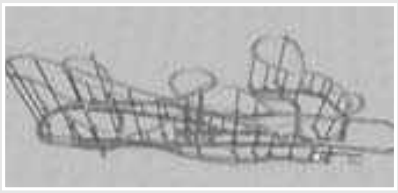
Description: Passengers sit inside a vehicle that can be chain lifted in reverse at start to allow the ride to have an unconnected track.
Maximum Number of Trains: 6
Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 3



Ionizer

Ride Provided	Ionizer
Ideal Ticket Price (at default settings)	$4.67
Cost	$14,908
Salvage Price	Depreciates over time to 70%
Space Required to Build	18 x 28
Excitement	6.2
Intensity	4.6
Nausea	2.1

Maximum Speed	49.48 mph
Average Speed	21.28 mph
Ride Time	1:26
Ride Length	2,701.07 feet
Vertical G-Forces	-1.19 to 3.24 g
Maximum Lateral G-Forces	0.99 g
Drops	9
Highest Drop	84.36 feet
Number of Inversions	2



Rock

Ride Provided	Rock
Ideal Ticket Price (at default settings)	$6.35
Cost	$18,870
Salvage Price	Depreciates over time to 70%
Space Required to Build	21 x 33
Excitement	7
Intensity	8.39
Nausea	3.98

Maximum Speed	55.25 mph
Average Speed	24.01 mph
Ride Time	1:41
Ride Length	3,560.55 feet
Vertical G-Forces	-4.51 to 9.27 g
Maximum Lateral G-Forces	3.45 g
Drops	11
Highest Drop	110.39 feet
Number of Inversions	6

Triple Corkscrew

Ride Provided	Triple Corkscrew
Ideal Ticket Price (at default settings)	$4.54
Cost	$7,999
Salvage Price	Depreciates over time to 70%
Space Required to Build	14 x 22
Excitement	5.6
Intensity	5.0
Nausea	2.4

Maximum Speed	39.94 mph
Average Speed	19.41 mph
Ride Time	0:56
Ride Length	1,596.57 feet
Vertical G-Forces	-1.1 to 3.74 g
Maximum Lateral G-Forces	1.03 g
Drops	11
Highest Drop	57.99 feet
Number of Inversions	3

Dingy Slides

Description: Passengers sit inside a vehicle. Cars are not fixed to a rail but ride along in a channel.
Maximum Number of Trains: 16
Maximum Number of Cars Per Train: 1
Passengers Per Car: 2
Number of Car Types: 1

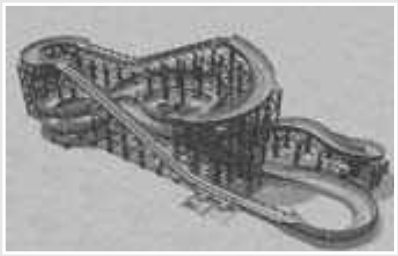
Demon Drop

Ride Provided	Demon Drop
Ideal Ticket Price (at default settings)	$4.26
Cost	$2,111
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 7
Excitement	4.9
Intensity	4.9
Nausea	3.1

Maximum Speed	44.32 mph
Average Speed	16.6 mph
Ride Time	0:42
Ride Length	1,037.92 feet
Vertical G-Forces	-0.8 to 4.03 g
Maximum Lateral G-Forces	3.26 g
Drops	4
Highest Drop	58.41 feet
Number of Inversions	None

Ocean Turns

Ride Provided	Ocean Turns
Ideal Ticket Price (at default settings)	$3.65
Cost	$1,588
Salvage Price	Depreciates over time to 70%
Space Required to Build	17 x 10
Excitement	4.45
Intensity	4.09
Nausea	2.6
Maximum Speed	29.95 mph
Average Speed	14.3 mph
Ride Time	0:40
Ride Length	850.48 feet
Vertical G-Forces	-0.81 to 2.04 g
Maximum Lateral G-Forces	2.04 g
Drops	3
Highest Drop	32.15 feet
Number of Inversions	None

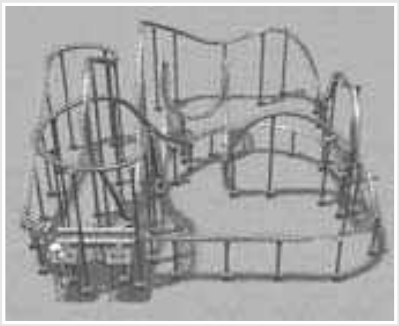


Splash Down

Ride Provided	Splash Down
Ideal Ticket Price (at default settings)	$4.75
Cost	$3,808
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 8
Excitement	5.71
Intensity	5.3
Nausea	3.45
Maximum Speed	43 mph
Average Speed	17.64 mph
Ride Time	1:05
Ride Length	1,699.76 feet
Vertical G-Forces	-1.4 to 3.97 g
Maximum Lateral G-Forces	3.98 g
Drops	6
Highest Drop	58.39 feet
Number of Inversions	None

Floorless Roller Coaster

Description: Passengers sit suspended inside a vehicle with no floor that runs along track that is like the Corkscrew but is right side up.
Maximum Number of Trains: 6
Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1



Rolling Thunder

Ride Provided	Rolling Thunder
Ideal Ticket Price (at default settings)	$6.45
Cost	$13,148.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	17 x 18
Excitement	7.3
Intensity	6.59
Nausea	3.22
Maximum Speed	55.6 mph
Average Speed	22.19 mph
Ride Time	1:06
Ride Length	2,165.88 feet
Vertical G-Forces	-2.92 to 7.76 g
Maximum Lateral G-Forces	3.17 g
Drops	8
Highest Drop	104.67 feet
Number of Inversions	4

Titan

Ride Provided	Titan
Ideal Ticket Price (at default settings)	$7.85
Cost	$20,939.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	30 x 12
Excitement	7.39
Intensity	9.97
Nausea	4.81
Maximum Speed	66.72 mph
Average Speed	26.6 mph
Ride Time	1:18
Ride Length	3,048.98 feet
Vertical G-Forces	-7.9 to 19.75 g
Maximum Lateral G-Forces	1.59 g
Drops	8
Highest Drop	150.44 feet
Number of Inversions	6

Flying Roller Coaster

Notes: No children
Description: Passengers sit suspended inside a vehicle with no floor that runs suspended below the track similar to the Floorless coaster but upside down. Cannot use half loop if inline twist is used to invert track orientation.
Maximum Number of Trains: 6
Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1

Cosmos

Ride Provided	Cosmos
Ideal Ticket Price (at default settings)	$3.15
Cost	$22,703
Salvage Price	Depreciates over time to 70%
Space Required to Build	37 x 13
Excitement	3.71
Intensity	3.34
Nausea	3.45

Maximum Speed	61.88 mph
Average Speed	24.74 mph
Ride Time	1:38
Ride Length	3,561.21 feet
Vertical G-Forces	-6.78 to 1.05 g
Maximum Lateral G-Forces	3.14 g
Drops	10
Highest Drop	130.92 feet
Number of Inversions	11

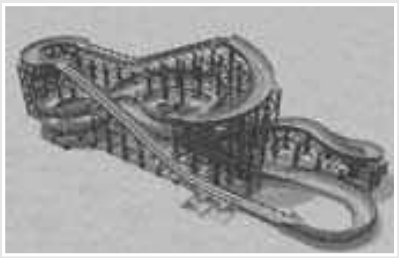
Wailing Banshee

Ride Provided	Wailing Banshee
Ideal Ticket Price (at default settings)	$3.40
Cost	$14,472.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	29 x 12
Excitement	3.6
Intensity	4.2
Nausea	3.97

Maximum Speed	55.85 mph
Average Speed	26.86 mph
Ride Time	1:00
Ride Length	2,366.55 feet
Vertical G-Forces	-13.14 to 4.08 g
Maximum Lateral G-Forces	4.24 g
Drops	8
Highest Drop	111.31 feet
Number of Inversions	5

Flying Turns Bobsleigh

Description: Passengers sit in vehicles that slide through a channel similar to Bobsleigh except train capacity is much higher.
Maximum Number of Trains: 11
Maximum Number of Cars Per Train: 1
Passengers Per Car: 2
Number of Car Types: 1



Mine Skidoo

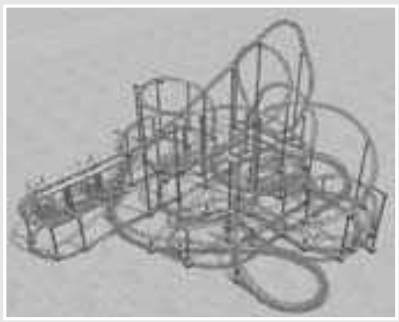
Ride Provided	Mine Skidoo	**Maximum Speed**	39.53 mph
Ideal Ticket Price (at default settings)	$2.42	**Average Speed**	14.32 mph
Cost	$5,156	**Ride Time**	1:10
Salvage Price	Depreciates over time to 70%	**Ride Length**	1,471.82 feet
Space Required to Build	19 x 8	**Vertical G-Forces**	-3.05 to 0.19 g
Excitement	2.7	**Maximum Lateral G-Forces**	3.05 g
Intensity	2.9	**Drops**	6
Nausea	2.0	**Highest Drop**	44.17 feet
		Number of Inversions	None

Giga Coaster

Description: Passengers sit inside a standard vehicle that runs along a steel tubular track.
Maximum Number of Trains: 4
Maximum Number of Cars Per Train: 9 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 3

Ice Chaser

Ride Provided	Ice Chaser
Ideal Ticket Price (at default settings)	$5.35
Cost	$24,265
Salvage Price	Depreciates over time to 70%
Space Required to Build	17 x 32
Excitement	7.3
Intensity	4.4
Nausea	2.2
Maximum Speed	72.75 mph
Average Speed	29.42 mph
Ride Time	1:26
Ride Length	3,731.16 feet
Vertical G-Forces	-1.48 to 4.43 g
Maximum Lateral G-Forces	3.17 g
Drops	5
Highest Drop	182.78 feet
Number of Inversions	5



Neptune's Knot

Ride Provided	Neptune's Knot
Ideal Ticket Price (at default settings)	$5.33
Cost	$18,141
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 17
Excitement	7.4
Intensity	4.2
Nausea	2.1
Maximum Speed	55.72 mph
Average Speed	26.91 mph
Ride Time	1:14
Ride Length	2,932.26 feet
Vertical G-Forces	-1.18 to 4.44 g
Maximum Lateral G-Forces	2.26 g
Drops	7
Highest Drop	110.54 feet
Number of Inversions	None

Velocerator

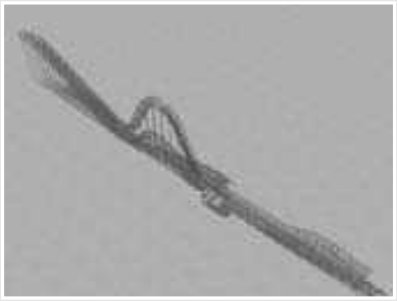
Ride Provided	Velocerator
Ideal Ticket Price (at default settings)	$6.10
Cost	$30,314
Salvage Price	Depreciates over time to 70%
Space Required to Build	54 x 12
Ride Length	541 feet
Excitement	8.1
Intensity	5.3
Nausea	2.6
Maximum Speed	81.91 mph
Average Speed	36.85 mph
Ride Time	1:43
Ride Length	5,618.03 feet
Vertical G-Forces	-1.15 to 4.94 g
Maximum Lateral G-Forces	2.18 g
Drops	14
Highest Drop	235.28 feet
Number of Inversions	None

Heartline and Heartline Reversed

Description: Passengers sit inside a vehicle encased within a cage that rides through a steel tubular track.
Maximum Number of Trains: 12
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 3

Big Twister

Ride Provided	Big Twister
Ideal Ticket Price (at default settings)	$3.98
Cost	$6,104
Salvage Price	Depreciates over time to 70%
Space Required to Build	37 x 2
Excitement	3.3
Intensity	6.4
Nausea	4.0
Maximum Speed	48.17 mph
Average Speed	18.01 mph
Ride Time	0:41
Ride Length	1,097.03 feet
Vertical G-Forces	-1.13 to 3.81 g
Maximum Lateral G-Forces	0.49
Drops	2
Highest Drop	37.97 feet
Number of Inversions	4



Time Warp

Ride Provided	Time Warp
Ideal Ticket Price (at default settings)	$5
Cost	$12,647.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	72 x 2
Excitement	3.94
Intensity	8.58
Nausea	5.12

Maximum Speed	57.35 mph
Average Speed	23.65 mph
Ride Time	1:06
Ride Length	2,319.14 feet
Vertical G-Forces	-1.7 to 7.11 g
Maximum Lateral G-Forces	0.54 g
Drops	2
Highest Drop	110.14 feet
Number of Inversions	8

Twicky Twister

Ride Provided	Twicky Twister
Ideal Ticket Price (at default settings)	$3.02
Cost	$3,509
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 2
Excitement	2.7
Intensity	4.6
Nausea	4.1

Maximum Speed	41.81 mph
Average Speed	14.34 mph
Ride Time	0:29
Ride Length	623.53 feet
Vertical G-Forces	-0.73 to 3.14 g
Maximum Lateral G-Forces	0.15 g
Drops	1
Highest Drop	31.28 feet
Number of Inversions	1

Hyper Coaster

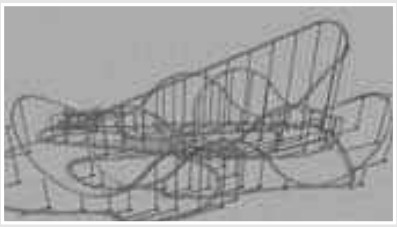
Description: Passengers sit in a standard vehicle that runs along a standard steel tubular track like the Corkscrew but with a smaller variety of track pieces.

Maximum Number of Trains: 6

Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 6

Number of Car Types: 1



Dropper

Ride Provided	Dropper
Ideal Ticket Price (at default settings)	$5.30
Cost	$9,953.25
Salvage Price	Depreciates over time to 70%
Space Required to Build	35 x 16
Excitement	6.08
Intensity	6.75
Nausea	2.83

Maximum Speed	67.06 mph
Average Speed	28.52 mph
Ride Time	1:19
Ride Length	3,326 feet
Vertical G-Forces	-4.23 to 7.75 g
Maximum Lateral G-Forces	4.51 g
Drops	9
Highest Drop	156.65 feet
Number of Inversions	None

Hyper Twister Coaster

Description: Passengers sit inside a standard or (at player's choice) an especially wide vehicle that rides on a standard steel tubular track.

Maximum Number of Trains: 4

Maximum Number of Cars Per Train: 5 (This number is dependent on the number of trains and length of the loading station.)

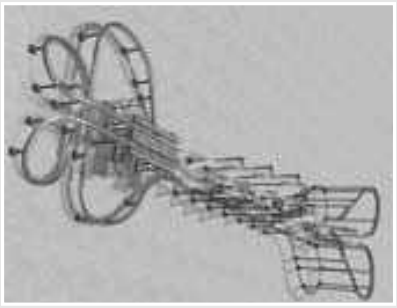
Passengers Per Car: 6

Number of Car Types: 2

Grinder

Ride Provided	The Grinder
Ideal Ticket Price (at default settings)	$5.55
Cost	$12,816.25
Salvage Price	Depreciates over time to 70%
Space Required to Build	34 x 12
Excitement	6.43
Intensity	5.36
Nausea	2.41

Maximum Speed	57.36 mph
Average Speed	23.87 mph
Ride Time	1:01
Ride Length	2,151.13 feet
Vertical G-Forces	-3.86 to 6.78 g
Maximum Lateral G-Forces	3.35 g
Drops	6
Highest Drop	123.29 feet
Number of Inversions	None



Raver Racer

Ride Provided	Raver Racer
Ideal Ticket Price (at default settings)	$5.07
Cost	$15,218
Salvage Price	Depreciates over time to 70%
Space Required to Build	37 x 11
Excitement	6.3
Intensity	4.4
Nausea	2.2
Maximum Speed	43.23 mph
Average Speed	21.44 mph
Ride Time	1:19
Ride Length	2,500.3 feet
Vertical G-Forces	-1.55 to 3.19 g
Maximum Lateral G-Forces	2.03 g
Drops	12
Highest Drop	57.89 feet
Number of Inversions	None

Weaver

Ride Provided	Weaver
Ideal Ticket Price (at default settings)	$5.45
Cost	$16,858
Salvage Price	Depreciates over time to 70%
Space Required to Build	34 x 12
Excitement	6.52
Intensity	5.29
Nausea	2.45
Maximum Speed	61.62 mph
Average Speed	24.02 mph
Ride Time	1:25
Ride Length	3,002.29 feet
Vertical G-Forces	-3.1 to 6.47 g
Maximum Lateral G-Forces	3.07 g
Drops	7
Highest Drop	129.94 feet
Number of Inversions	None

Inverted Coaster

Description: Passengers sit suspended inside a vehicle with no floor that runs suspended below a steel tubular track.

Maximum Number of Trains: 6

Maximum Number of Cars Per Train: 9 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 4

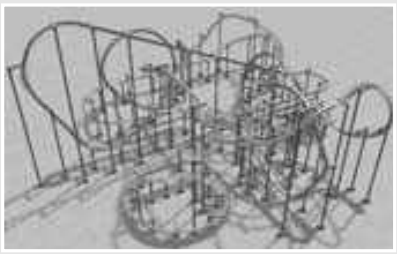
Number of Car Types: 3

The Asp

Ride Provided	The Asp
Ideal Ticket Price (at default settings)	$7.05
Cost	$15,075.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 14
Excitement	7.57
Intensity	8.8
Nausea	6.92
Maximum Speed	56.06 mph
Average Speed	24.16 mph
Ride Time	1:10
Ride Length	2,494.92 feet
Vertical G-Forces	-5.13 to 6.42 g
Maximum Lateral G-Forces	3.4 g
Drops	7
Highest Drop	104.59 feet
Number of Inversions	10

Danglefeet

Ride Provided	Danglefeet
Ideal Ticket Price (at default settings)	$6.53
Cost	$9,700
Salvage Price	Depreciates over time to 70%
Space Required to Build	31 x 8
Excitement	7.0
Intensity	7.9
Nausea	6.4
Maximum Speed	47.61 mph
Average Speed	22.81 mph
Ride Time	0:55
Ride Length	1,859.8 feet
Vertical G-Forces	-1.29 to 4.21 g
Maximum Lateral G-Forces	2.03 g
Drops	11
Highest Drop	85.07 feet
Number of Inversions	7

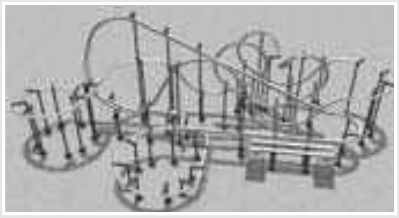


Empire Express

Ride Provided	Empire Express
Ideal Ticket Price (at default settings)	$6.87
Cost	$21,135
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 21
Excitement	7.5
Intensity	8.2
Nausea	6.5
Maximum Speed	62.54 mph
Average Speed	27.1 mph
Ride Time	1:30
Ride Length	3,586.17 feet
Vertical G-Forces	-1.09 to 4.95 g
Maximum Lateral G-Forces	2.25 g
Drops	10
Highest Drop	137.51 feet
Number of Inversions	10

The Gauntlet

Ride Provided	The Gauntlet
Ideal Ticket Price (at default settings)	$6.25
Cost	$10,112.25
Salvage Price	Depreciates over time to 70%
Space Required to Build	28 x 10
Excitement	6.64
Intensity	7.81
Nausea	6.26
Maximum Speed	48.23 mph
Average Speed	21.18 mph
Ride Time	0:59
Ride Length	1,837.24 feet
Vertical G-Forces	-5.68 to 3.09 g
Maximum Lateral G-Forces	1.95 g
Drops	8
Highest Drop	75.17 feet
Number of Inversions	10



Golden Eagle

Ride Provided	Golden Eagle
Ideal Ticket Price (at default settings)	$6.50
Cost	$10,687
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 13
Excitement	7.0
Intensity	7.8
Nausea	6.6

Maximum Speed	48.14 mph
Average Speed	23.07 mph
Ride Time	1:00
Ride Length	2,043.52 feet
Vertical G-Forces	-1.45 to 3.67 g
Maximum Lateral G-Forces	1.59 g
Drops	11
Highest Drop	85.05 feet
Number of Inversions	10

Inverted Hairpin

Description: Passengers sit suspended in a vehicle with no floor that runs suspended below a steel tubular track.
Maximum Number of Trains: 21
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 1

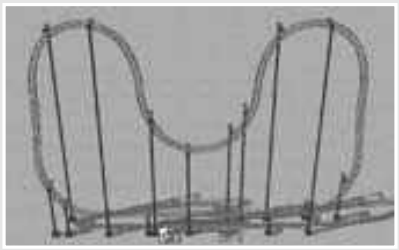
Hanging Terror

Ride Provided	Hanging Terror
Ideal Ticket Price (at default settings)	$3.50
Cost	$2,853
Salvage Price	Depreciates over time to 70%
Space Required to Build	13 x 8
Excitement	3.33
Intensity	4.05
Nausea	2.22

Maximum Speed	38.85 mph
Average Speed	18.15 mph
Ride Time	0:30
Ride Length	819.15 feet
Vertical G-Forces	-2.31 to 3.78 g
Maximum Lateral G-Forces	3.49 g
Drops	5
Highest Drop	51.94 feet
Number of Inversions	4

Inverted Impulse

Description: Passengers sit in a vehicle that is power-launch propelled vertically up a steel tubular track.
Maximum Number of Trains: 1
Maximum Number of Cars Per Train: 7
Passengers Per Car: 4
Number of Car Types: 1



The Dip

Ride Provided	The Dip	**Maximum Speed**	74.11 mph
Ideal Ticket Price (at default settings)	$7.10	**Average Speed**	42.66 mph
Cost	$4,607	**Ride Time**	0:11
Salvage Price	Depreciates over time to 70%	**Ride Length**	717.61 feet
Space Required to Build	16 x 2	**Vertical G-Forces**	-4.4 to 10.58 g
Excitement	6.9	**Maximum Lateral G-Forces**	4.51 g
Intensity	9.93	**Drops**	2
Nausea	6.76	**Highest Drop**	136.87 feet
		Number of Inversions	5

Inverted Shuttle Coaster

Description: Should be chain lifted in reverse at start to allow an unconnected track piece to become available.

Passengers sit in a vehicle that is suspended below a steel tubular track that is the same as Corkscrew track.

Maximum Number of Trains: 1
Maximum Number of Cars Per Train: 7
Passengers Per Car: 2
Number of Car Types: 1

Dicing With Death

Ride Provided	Dicing With Death
Ideal Ticket Price (at default settings)	$6.70
Cost	$16,144.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 17
Excitement	6.81
Intensity	8.93
Nausea	6.82
Maximum Speed	56.25 mph
Average Speed	29.43 mph
Ride Time	1:10
Ride Length	3,029.53 feet
Vertical G-Forces	-7.31 to 2.69 g
Maximum Lateral G-Forces	3.65 g
Drops	10
Highest Drop	11.25 feet
Number of Inversions	15

Inverted Vertical Shuttle

Description: Should be chain lifted in reverse at start to allow an unconnected track piece to become available. Passengers sit in a vehicle that is suspended below a steel tubular track. Uses the same track as the Corkscrew.

Maximum Number of Trains: 1

Maximum Number of Cars Per Train: 7

Passengers Per Car: 4

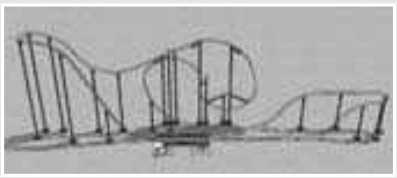
Number of Car Types: 1

The Squeezer

Ride Provided	The Squeezer
Ideal Ticket Price (at default settings)	$7
Cost	$13,819
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 16
Excitement	6.72
Intensity	9.75
Nausea	7.22
Maximum Speed	66.16 mph
Average Speed	27.12 mph
Ride Time	0:59
Ride Length	2,383.1 feet
Vertical G-Forces	-1.97 to 10.77 g
Maximum Lateral G-Forces	3.63 g
Drops	9
Highest Drop	137.61 feet
Number of Inversions	10

Inverted Wild Mouse

Description: Passengers ride in a vehicle that is suspended from a steel tubular track.
Maximum Number of Trains: 3
Maximum Number of Cars Per Train: 4 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1



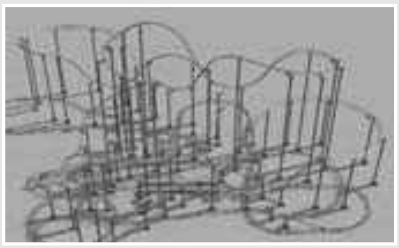
The Screamer

Ride Provided	The Screamer
Ideal Ticket Price (at default settings)	$6.80
Cost	$2,841
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 3
Excitement	6.63
Intensity	7.7
Nausea	4.15

Maximum Speed	47.73 mph
Average Speed	16.56 mph
Ride Time	0:35
Ride Length	860.47 feet
Vertical G-Forces	-7.95 to 5.79 g
Maximum Lateral G-Forces	1.03 g
Drops	4
Highest Drop	63.07 feet
Number of Inversions	2

Junior Coaster

Description: Passengers sit in a standard vehicle that rides on a standard steel tubular track.
Maximum Number of Trains: 7
Maximum Number of Cars Per Train: 10 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 2
Number of Car Types: 3



Caterpillar Racer

Ride Provided	Caterpillar Racer
Ideal Ticket Price (at default settings)	$5.20
Cost	$9,142
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 19
Excitement	5.52
Intensity	6.81
Nausea	4.27

Maximum Speed	50.18 mph
Average Speed	23.47 mph
Ride Time	1:24
Ride Length	2,908.97 feet
Vertical G-Forces	-4.15 to 6.2 g
Maximum Lateral G-Forces	3.98 g
Drops	9
Highest Drop	58.61 feet
Number of	None

LIM-Launched Coaster

Description: Passengers sit in a vehicle that is launched using linear induction motors. The ride may have articulated track pieces that tilt to connect to another track.

Maximum Number of Trains: 1

Maximum Number of Cars Per Train: 17

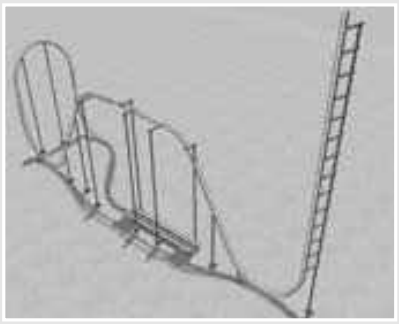
Passengers Per Car: 4

Number of Car Types: 1

Hammer

Ride Provided	Hammer
Ideal Ticket Price (at default settings)	$6.35
Cost	$10,227.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 11
Excitement	6.31
Intensity	8.96
Nausea	5.36

Maximum Speed	74.88 mph
Average Speed	32.7 mph
Ride Time	0:45
Ride Length	2,182.56 feet
Vertical G-Forces	-3.95 to 7.16 g
Maximum Lateral G-Forces	6.29 g
Drops	6
Highest Drop	124.01 feet
Number of Inversions	4



Lava Launch

Ride Provided	Lava Launch
Ideal Ticket Price (at default settings)	$5.63
Cost	$5,817
Salvage Price	Depreciates over time to 70%
Space Required to Build	26 x 7
Excitement	6.3
Intensity	7.8
Nausea	4.6
Maximum Speed	73.17 mph
Average Speed	44.64 mph
Ride Time	0:31
Ride Length	2,069.33 feet
Vertical G-Forces	-2 to 5.75 g
Maximum Lateral G-Forces	2.84 g
Drops	5
Highest Drop	175.95 feet
Number of Inversions	2

Quantum Thruster

Ride Provided	Quantum Thruster
Ideal Ticket Price (at default settings)	$5.57
Cost	$10,834
Salvage Price	Depreciates over time to 70%
Space Required to Build	26 x 11
Excitement	6.1
Intensity	6.9
Nausea	4.4
Maximum Speed	64 mph
Average Speed	38.4 mph
Ride Time	0:34
Ride Length	1,915.4 feet
Vertical G-Forces	-1.65 to 4.37 g
Maximum Lateral G-Forces	2.75 g
Drops	5
Highest Drop	117.66 feet
Number of Inversions	3

Laydown Coaster

Notes: No children

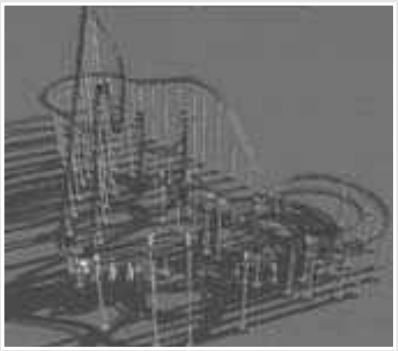
Description: Passengers lie on their backs with their heads facing forward inside specially designed vehicles that ride along a standard steel tubular track.

Maximum Number of Trains: 5

Maximum Number of Cars Per Train: 3 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 4

Number of Car Types: 1



Whirlpool

Ride Provided	Whirlpool
Ideal Ticket Price (at default settings)	$5.18
Cost	$20,181.25
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 29
Excitement	7.54
Intensity	3.8
Nausea	2.75
Maximum Speed	61.36 mph
Average Speed	27.85 mph
Ride Time	1:23
Ride Length	3,414.89 feet
Vertical G-Forces	-3.71 to 5.92 g
Maximum Lateral G-Forces	3.67 g
Drops	8
Highest Drop	130.55 feet
Number of Inversions	3

Log Flume

Description: Passengers sit in tandem in a vehicle riding on a stream of water though a channel.
Maximum Number of Trains: 10
Maximum Number of Cars Per Train: 1
Passengers Per Car: 2
Number of Car Types: 2

Splash Mine

Ride Provided	Splash Mine
Ideal Ticket Price (at default settings)	$3.22
Cost	$2,538
Salvage Price	Depreciates over time to 70%
Space Required to Build	16 x 10
Excitement	3.5
Intensity	1.1
Nausea	0.6
Maximum Speed	31.81 mph
Average Speed	13.51 mph
Ride Time	0:55
Ride Length	1,107.57 feet
Vertical G-Forces	-0.33 to 1.82 g
Maximum Lateral G-Forces	1.65 g
Drops	4
Highest Drop	32.01 feet
Number of Inversions	None

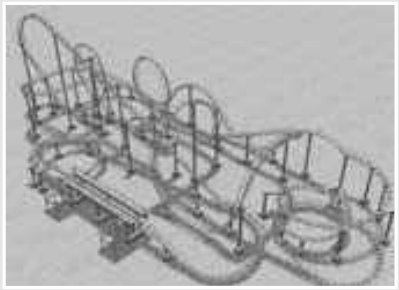
Looping Coaster

Description: Passengers ride in a standard vehicle on standard steel tubular tracks.
Maximum Number of Trains: 7
Maximum Number of Cars Per Train 7: (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 2

BlackPanther

Ride Provided	BlackPanther
Ideal Ticket Price (at default settings)	$4.95
Cost	$10,717
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 20
Excitement	6.3
Intensity	5.0
Nausea	2.6

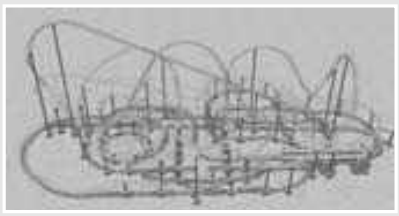
Maximum Speed	47.88 mph
Average Speed	20.24 mph
Ride Time	1:24
Ride Length	2,515.32 feet
Vertical G-Forces	-0.81 to 3.69 g
Maximum Lateral G-Forces	1.32 g
Drops	13
Highest Drop	84.17 feet
Number of Inversions	2



Exterminator

Ride Provided	Exterminator
Ideal Ticket Price (at default settings)	$4.96
Cost	$10,569
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 11
Excitement	6.1
Intensity	5.2
Nausea	2.6

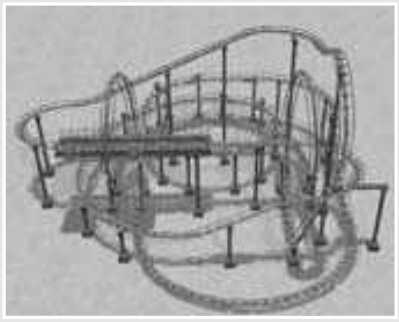
Maximum Speed	48.66 mph
Average Speed	23.49 mph
Ride Time	1:17
Ride Length	2,673.52 feet
Vertical G-Forces	-0.94 to 3.81 g
Maximum Lateral G-Forces	1.27 g
Drops	14
Highest Drop	84.17 feet
Number of Inversions	2



Glow Worm

Ride Provided	Glow Worm
Ideal Ticket Price (at default settings)	$5.17
Cost	$14,074
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 12
Excitement	6.6
Intensity	5.3
Nausea	2.5

Maximum Speed	55.98 mph
Average Speed	24.97 mph
Ride Time	1:33
Ride Length	3,438.9 feet
Vertical G-Forces	-1.2 to 4.44 g
Maximum Lateral G-Forces	1.37 g
Drops	11
Highest Drop	110.42 feet
Number of Inversions	2



Hedgehog

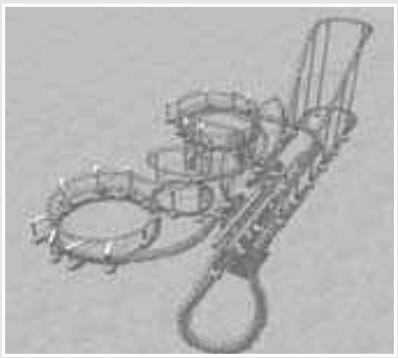
Ride Provided	Hedgehog
Ideal Ticket Price (at default settings)	$4.32
Cost	$7,362
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 12
Excitement	5.8
Intensity	4.2
Nausea	1.7

Maximum Speed	48.55 mph
Average Speed	23.79 mph
Ride Time	0:51
Ride Length	1,791.24 feet
Vertical G-Forces	-.88 to 3.8 g
Maximum Lateral G-Forces	01.38 g
Drops	3
Highest Drop	84.16 feet
Number of Inversions	2

Jellyfish

Ride Provided	Jellyfish
Ideal Ticket Price (at default settings)	$4.69
Cost	$11,359
Salvage Price	Depreciates over time to 70%
Space Required to Build	30 x 7
Excitement	6.0
Intensity	4.9
Nausea	2.1

Maximum Speed	55.81 mph
Average Speed	24.37 mph
Ride Time	1:12
Ride Length	2,608.11 feet
Vertical G-Forces	-.29 to 4.4 g
Maximum Lateral G-Forces	11.98 g
Drops	11
Highest Drop	110.42 feet
Number of Inversions	None



Rattlesnake

Ride Provided	Rattlesnake
Ideal Ticket Price (at default settings)	$4.68
Cost	$9,707
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 13
Excitement	6.1
Intensity	4.6
Nausea	2.6

Maximum Speed	48.8 mph
Average Speed	23.23 mph
Ride Time	1:09
Ride Length	2,370.96 feet
Vertical G-Forces	-0.68 to 3.83 g
Maximum Lateral G-Forces	1.53 g
Drops	6
Highest Drop	84.24 feet
Number of Inversions	2

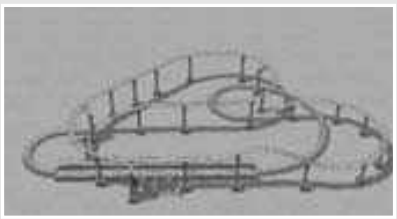
The Vine

Ride Provided	The Vine
Ideal Ticket Price (at default settings)	$5.35
Cost	$7,992.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	18 x 9
Excitement	6.67
Intensity	6.03
Nausea	2.7

Maximum Speed	49.73 mph
Average Speed	21.26 mph
Ride Time	0:59
Ride Length	1,870.42 feet
Vertical G-Forces	-2.25 to 6.07 g
Maximum Lateral G-Forces	2.04 g
Drops	8
Highest Drop	84.43 feet
Number of Inversions	5

Mine Ride

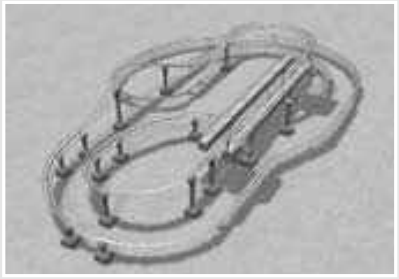
Notes: Runs under its own power
Description: Passengers sit in a mine train and ride on mine-type rails.
Maximum Number of Trains: 4
Maximum Number of Cars Per Train: 10 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 2 in first car, 4 in following cars
Number of Car Types: 1



Mine Adventure

Ride Provided	Mine Adventure
Ideal Ticket Price (at default settings)	$3.35
Cost	$3,813
Salvage Price	Depreciates over time to 70%
Space Required to Build	16 x 10
Excitement	4.4
Intensity	2.35
Nausea	2.4

Maximum Speed	15.66 mph
Average Speed	11.48 mph
Ride Time	0:59
Ride Length	1,005.86 feet
Vertical G-Forces	-0.32 to 0.51 g
Maximum Lateral G-Forces	0.84 g
Drops	2
Highest Drop	12.58 feet
Number of Inversions	None



Mine Mania

Ride Provided	Mine Mania
Ideal Ticket Price (at default settings)	$3.99
Cost	$3,785
Salvage Price	Depreciates over time to 70%
Space Required to Build	14 x 9
Excitement	5.4
Intensity	2.5
Nausea	2.6
Maximum Speed	11.38 mph
Average Speed	10.37 mph
Ride Time	2:13
Ride Length	2,030.25 feet
Vertical G-Forces	-0.07 to 0.31 g
Maximum Lateral G-Forces	0.18 g
Drops	6
Highest Drop	11.87 feet
Number of Inversions	None

Mine Train Coaster

Description: Standard roller coaster build to resemble a train. Passengers ride in a vehicle along a mine-like rail.
Maximum Number of Trains: 16
Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 2 in first car, 4 in following cars
Number of Car Types: 1

Ride Provided None

Mini Coaster

Description: Passengers sit in a standard vehicle that runs along a standard steel tubular track.
Maximum Number of Trains: 10
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 4

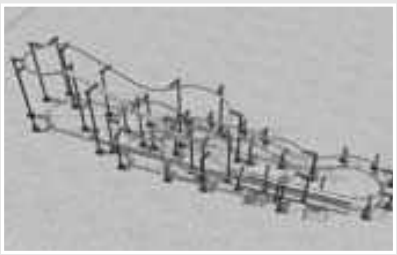
Gator Capers

Ride Provided	Gator Capers
Ideal Ticket Price (at default settings)	$5.15
Cost	$7,540
Salvage Price	Depreciates over time to 70%
Space Required to Build	26 x 14
Excitement	5.41
Intensity	6.9
Nausea	4.44

Maximum Speed	49.76 mph
Average Speed	24.82 mph
Ride Time	1:02
Ride Length	2,286.93 feet
Vertical G-Forces	-2.56 to 8.59 g
Maximum Lateral G-Forces	4.91 g
Drops	7
Highest Drop	58.2 feet
Number of Inversions	None

Mini Suspended Coaster

Description: Passengers sit in a vehicle that is suspended below a steel tubular track.
Maximum Number of Trains: 20
Maximum Number of Cars Per Train: 1
Passengers Per Car: 2
Number of Car Types: 2



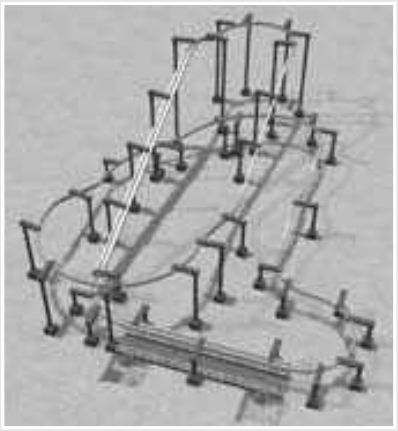
Bat Flight

Ride Provided	Bat Flight
Ideal Ticket Price (at default settings)	$2.30
Cost	$3,409
Salvage Price	Depreciates over time to 70%
Space Required to Build	21 x 5
Excitement	5.0
Intensity	5.1
Nausea	3.8

Maximum Speed	29.57 mph
Average Speed	15.67 mph
Ride Time	0:47
Ride Length	1,080.42 feet
Vertical G-Forces	-1.07 to 2.17 g
Maximum Lateral G-Forces	1.66 g
Drops	5
Highest Drop	25.89 feet
Number of Inversions	None

The Carrot

Ride Provided	The Carrot
Ideal Ticket Price (at default settings)	$2.25
Cost	$3,136
Salvage Price	Depreciates over time to 70%
Space Required to Build	15 x 6
Excitement	2.53
Intensity	2.76
Nausea	1.95
Maximum Speed	30.54 mph
Average Speed	15.58 mph
Ride Time	0:44
Ride Length	1,008.95 feet
Vertical G-Forces	-1.68 to 2.31 g
Maximum Lateral G-Forces	1.63 g
Drops	4
Highest Drop	32.45 feet
Number of Inversions	None



Fright Flight

Ride Provided	Fright Flight
Ideal Ticket Price (at default settings)	$4.31
Cost	$2,930
Salvage Price	Depreciates over time to 70%
Space Required to Build	11 x 17
Excitement	4.6
Intensity	5.4
Nausea	3.8
Maximum Speed	36.04 mph
Average Speed	17.28 mph
Ride Time	0:37
Ride Length	963.17 feet
Vertical G-Forces	-0.52 to 2.49 g
Maximum Lateral G-Forces	0.9 g
Drops	5
Highest Drop	39 feet
Number of Inversions	None

Mini Suspended Flying Coaster

Description: Passengers lie facedown in a floorless vehicle that runs suspended below a steel tubular track. It is similar to the Mini Suspended Coaster but with a different vehicle.

Maximum Number of Trains: 20

Maximum Number of Cars Per Train: 1

Passengers Per Car: 1

Number of Car Types: 1

Glider

Ride Provided	Glider
Ideal Ticket Price (at default settings)	$2.55
Cost	$8,985.25
Salvage Price	Depreciates over time to 70%
Space Required to Build	21 x 10
Excitement	2.94
Intensity	2.89
Nausea	2.82

Maximum Speed	40.13 mph
Average Speed	25.31 mph
Ride Time	0:49
Ride Length	1,822.49 feet
Vertical G-Forces	-1.31 to 2.36 g
Maximum Lateral G-Forces	3.65 g
Drops	4
Highest Drop	25.8 feet
Number of Inversions	None

Multi Dimensional Coaster

Description: Passengers sit in seats suspended outside the vehicle that may move over a 45 degree tilt range in response to tilts encountered over the course of a ride. Seats must be set back to zero degrees to allow safe return to platform.

Maximum Number of Trains: 5

Maximum Number of Cars Per Train: 4 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 4

Number of Car Types: 2

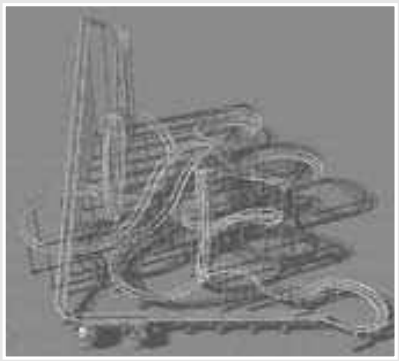
4D Terror

Ride Provided	4D Terror
Ideal Ticket Price (at default settings)	$6.45
Cost	$17,709.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	38 x 8
Excitement	6.66
Intensity	8.14
Nausea	7.36

Maximum Speed	60.57 mph
Average Speed	22.53 mph
Ride Time	0:59
Ride Length	1,951.32 feet
Vertical G-Forces	-2.12 to 8.81 g
Maximum Lateral G-Forces	3.44 g
Drops	4
Highest Drop	125.31 feet
Number of Inversions	3

Pipeline Coaster

Description: Passengers ride in a bullet-shaped vehicle on steel tubular tracks that resemble a half-pipe channel.
Maximum Number of Trains: 2
Maximum Number of Cars Per Train: 3 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1



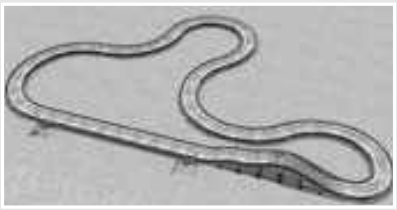
Menace

Ride Provided	Menace
Ideal Ticket Price (at default settings)	$5.70
Cost	$20,732.25
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 29
Excitement	7.17
Intensity	7.24
Nausea	3.26

Maximum Speed	58.62 mph
Average Speed	26.75 mph
Ride Time	1:28
Ride Length	3,481.81 feet
Vertical G-Forces	-3.74 to 7.47 g
Maximum Lateral G-Forces	4.56 g
Drops	8
Highest Drop	110.41 feet
Number of Inversions	3

Rafts

Description: Passengers sit in a vehicle floating on a moving stream of water through a channel.
Maximum Number of Trains: 10
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 1

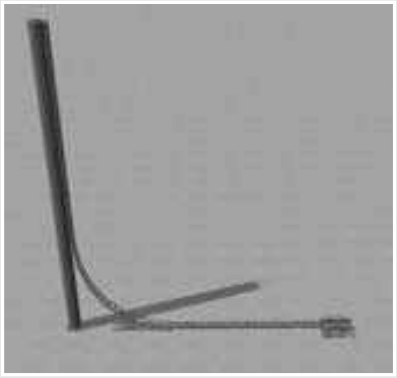


Garden Explorer

Ride Provided	Garden Explorer	**Maximum Speed**	20.08 mph
Ideal Ticket Price (at default settings)	$2.18	**Average Speed**	14.93 mph
Cost	$1,380	**Ride Time**	0:38
Salvage Price	Depreciates over time to 70%	**Ride Length**	835.35 feet
Space Required to Build	22 x 15	**Vertical G-Forces**	-0.21 to 0.74 g
Excitement	2.4	**Maximum Lateral G-Forces**	0.42 g
Intensity	0.68	**Drops**	2
Nausea	0.54	**Highest Drop**	7.52 feet
		Number of Inversions	None

Reverse Free Fall Coaster

Description: Passengers sit in a vehicle that is launched using linear induction motors that propel it up a vertical track.
Maximum Number of Trains: 1
Maximum Number of Cars Per Train: 1
Passengers Per Car: 1
Number of Car Types: 1



Escape From Planet Earth

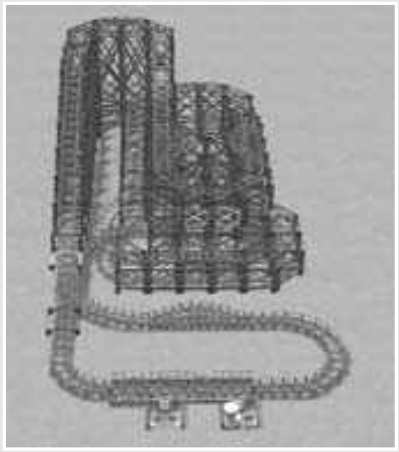
Ride Provided	Escape From Planet Earth
Ideal Ticket Price (at default settings)	$8.60
Cost	$3,050
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 2
Excitement	2.99
Intensity	10.07
Nausea	6.62
Maximum Speed	110.31 mph
Average Speed	51.75 mph
Ride Time	0:15
Ride Length	1,168.82 feet
Vertical G-Forces	0 to 12.7 g
Maximum Lateral G-Forces	None
Drops	1
Highest Drop	404.04 feet
Number of Inversions	None

Force 9

Ride Provided	Force 9
Ideal Ticket Price (at default settings)	$7.30
Cost	$3,250
Salvage Price	Depreciates over time to 70%
Space Required to Build	27 x 2
Ride Length	969 feet
Excitement	4.9
Intensity	7.0
Nausea	5.0
Maximum Speed	77.69 mph
Average Speed	32.42 mph
Ride Time	0:20
Ride Length	969.12 feet
Vertical G-Forces	-0 to 3.93 g
Maximum Lateral G-Forces	0 g
Drops	1
Highest Drop	199.25 feet
Number of Inversions	None

Reverser Coaster

Description: Passengers sit in a standard vehicle riding on standard steel tubular tracks, the direction of which may be reversed via special platforms.
Maximum Number of Trains: 12
Maximum Number of Cars Per Train: 1
Passengers Per Car: 6
Number of Car Types: 1



Fliptastic

Ride Provided	Fliptastic
Ideal Ticket Price (at default settings)	$3.75
Cost	$4,078
Salvage Price	Depreciates over time to 70%
Space Required to Build	9 x 17
Excitement	4.78
Intensity	4.57
Nausea	3.13

Maximum Speed	28.27 mph
Average Speed	16.6 mph
Ride Time	0:47
Ride Length	1,168.16 feet
Vertical G-Forces	-1.14 to 1.85 g
Maximum Lateral G-Forces	4.05 g
Drops	4
Highest Drop	19.05 feet
Number of Inversions	None

River Rapids

Description: Passengers ride in a specially designed vehicle that they may rotate at will and that moves on a stream of water while floating through a flume-like channel.
Maximum Number of Trains: 10
Maximum Number of Cars Per Train: 1
Passengers Per Car: 6
Number of Car Types: 3

King Rapids

Ride Provided	King Rapids
Ideal Ticket Price (at default settings)	$2.79
Cost	$1,854
Salvage Price	Depreciates over time to 70%
Space Required to Build	9 x 13
Excitement	3.5
Intensity	1.0
Nausea	0.6

Maximum Speed	8.39 mph
Average Speed	6.59 mph
Ride Time	1:12
Ride Length	698.7 feet
Vertical G-Forces	-0.14 to 0.34 g
Maximum Lateral G-Forces	0.36 g
Drops	1
Highest Drop	12.66 feet
Number of Inversions	None

Side Friction Coaster

Description: Passengers ride in a traditional coaster vehicle along standard steel rails.
Maximum Number of Trains: 16
Maximum Number of Cars Per Train: 3 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1

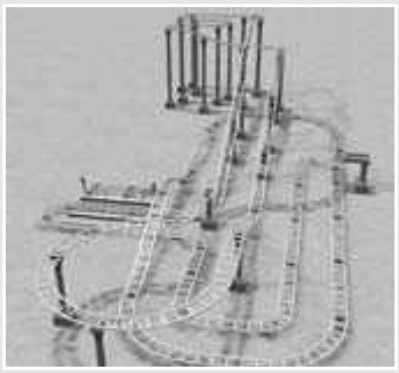
Slide Splitter

Ride Provided	Side Splitter
Ideal Ticket Price (at default settings)	$4.10
Cost	$4,714
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 10
Excitement	5.18
Intensity	5.18
Nausea	2.79

Maximum Speed	29.34 mph
Average Speed	17.8 mph
Ride Time	0:56
Ride Length	1,474.34 feet
Vertical G-Forces	-1.43 to 1.66 g
Maximum Lateral G-Forces	2.75 g
Drops	4
Highest Drop	32.26 feet
Number of Inversions	None

Spinning Wild Mouse

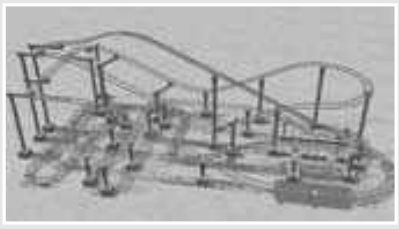
Description: Passengers ride in a specially designed vehicle that they may spin at will and that runs along a steel tubular track. Uses same track as Inverted Hairpin, except right side up.
Maximum Number of Trains: 16
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 2



Dizzymouse

Ride Provided	Dizzymouse
Ideal Ticket Price (at default settings)	$5.51
Cost	$3,616
Salvage Price	Depreciates over time to 70%
Space Required to Build	7 x 18
Excitement	5.7
Intensity	5.5
Nausea	3.5

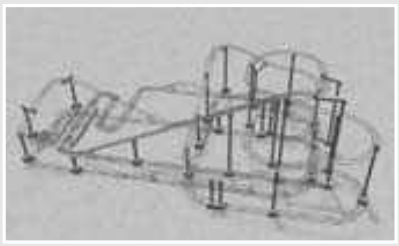
Maximum Speed	32.65 mph
Average Speed	13.59 mph
Ride Time	1:10
Ride Length	1,406.48 feet
Vertical G-Forces	-0.34 to 2.18 g
Maximum Lateral G-Forces	1.4 g
Drops	7
Highest Drop	32.42 feet
Number of Inversions	None



Mutant Mouse

Ride Provided	Mutant Mouse
Ideal Ticket Price (at default settings)	$2.73
Cost	$3,329
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 6
Excitement	2.8
Intensity	2.8
Nausea	1.7

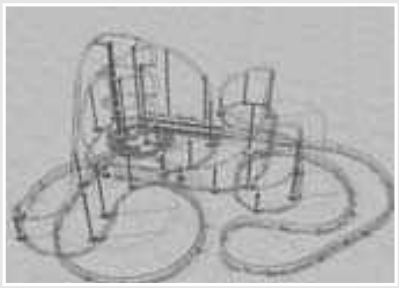
Maximum Speed	32.65 mph
Average Speed	17.02 mph
Ride Time	0:47
Ride Length	1,195.42 feet
Vertical G-Forces	-0.42 to 1.98 g
Maximum Lateral G-Forces	1.74 g
Drops	6
Highest Drop	32.41 feet
Number of Inversions	None



Rat Race

Ride Provided	Rat Race
Ideal Ticket Price (at default settings)	$2.95
Cost	$3,985
Salvage Price	Depreciates over time to 70%
Space Required to Build	9 x 15
Excitement	2.9
Intensity	3.0
Nausea	1.9

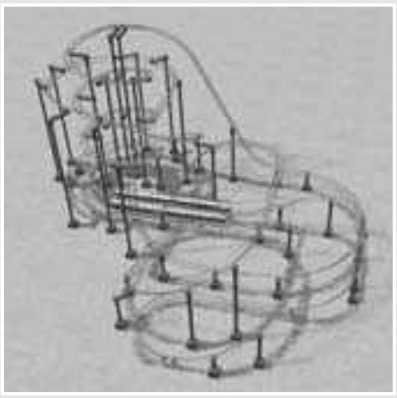
Maximum Speed	33.81 mph
Average Speed	16.13 mph
Ride Time	0:59
Ride Length	1,409.6 feet
Vertical G-Forces	-0.54 to 2.33 g
Maximum Lateral G-Forces	1.76 g
Drops	11
Highest Drop	25.85 feet
Number of Inversions	None



Twisty Towers

Ride Provided	Twisty Towers
Ideal Ticket Price (at default settings)	$4.36
Cost	$9,242
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 17
Excitement	6.3
Intensity	3.4
Nausea	1.8

Maximum Speed	51.92 mph
Average Speed	21.35 mph
Ride Time	1:16
Ride Length	2,409.35 feet
Vertical G-Forces	-0.78 to 3.92 g
Maximum Lateral G-Forces	1.71 g
Drops	5
Highest Drop	83.62 feet
Number of Inversions	None



Wicked Whizzer

(at default settings)	Wicked Whizzer
Ideal Ticket Price (at default settings)	$4.39
Cost	$8,550
Salvage Price	Depreciates over time to 70%
Space Required to Build	14 x 13
Excitement	6.4
Intensity	3.5
Nausea	1.8

Maximum Speed	51.92 mph
Average Speed	20.13 mph
Ride Time	1:11
Ride Length	2,124.52 feet
Vertical G-Forces	-1.17 to 3.93 g
Maximum Lateral G-Forces	2.15 g
Drops	5
Highest Drop	83.62 feet
Number of Inversions	None

Spiral Roller Coaster

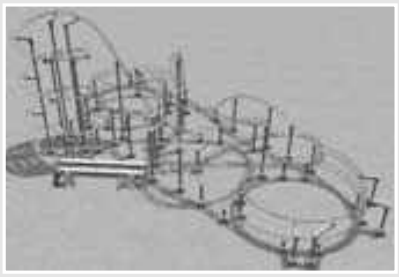
Description: Passengers sit in a long vehicle where the lift-chain forms along an upward spiral steel tubular track.

Maximum Number of Trains: 9

Maximum Number of Cars Per Train: 4 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 6

Number of Car Types: 3



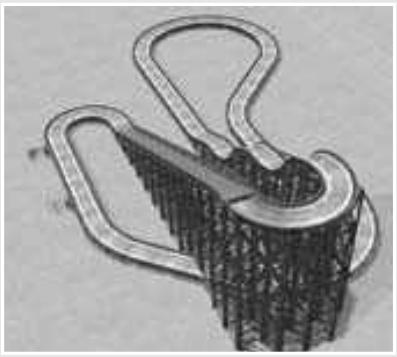
The Golden Sword

Ride Provided	The Golden Sword
Ideal Ticket Price (at default settings)	$4.85
Cost	$9,225
Salvage Price	Depreciates over time to 70%
Space Required to Build	17 x 17
Excitement	6.55
Intensity	4.7
Nausea	2.39

Maximum Speed	51.15 mph
Average Speed	26.18 mph
Ride Time	1:00
Ride Length	2,317.07 feet
Vertical G-Forces	-2.83 to 6.54 g
Maximum Lateral G-Forces	3.51 g
Drops	5
Highest Drop	84.62 feet
Number of Inversions	None

Splash Boats

Description: Passengers sit in a boat-like vehicle floating on a moving water stream through a flume-like channel.
Maximum Number of Trains: 12
Maximum Number of Cars Per Train: 1
Passengers Per Car: 8
Number of Car Types: 1



Triple Drop

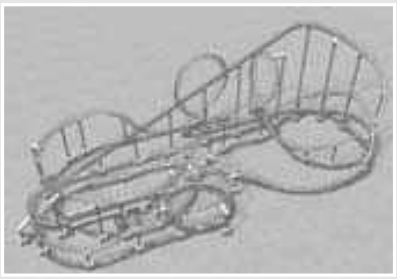
Ride Provided	Triple Drop
Ideal Ticket Price (at default settings)	$2.59
Cost	$2,024
Salvage Price	Depreciates over time to 70%
Space Required to Build	15 x 14
Ride Length	650 feet
Excitement	2.9
Intensity	0.73
Nausea	0.44
Maximum Speed	49.16 mph
Average Speed	22.31 mph
Ride Time	0:37
Ride Length	1,214.67 feet
Vertical G-Forces	-1.41 to 3.44 g
Maximum Lateral G-Forces	1.88 g
Drops	1
Highest Drop	77.47 feet
Number of Inversions	None

Stand-Up Coaster

Notes: No children
Description: Passengers are secured in a standing position in special vehicles riding atop a steel tubular track similar to the Corkscrew.
Maximum Number of Trains: 13
Maximum Number of Cars Per Train: 6 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 2

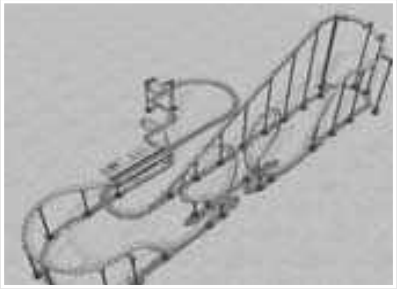
Mangler

Ride Provided	Mangler
Ideal Ticket Price (at default settings)	$5.95
Cost	$14,062
Salvage Price	Depreciates over time to 70%
Space Required to Build	33 x 17
Excitement	6.51
Intensity	7.84
Nausea	3.86
Maximum Speed	56.76 mph
Average Speed	24.71 mph
Ride Time	1:16
Ride Length	2,755.07 feet
Vertical G-Forces	-2.95 to 7.65 g
Maximum Lateral G-Forces	4.23 g
Drops	10
Highest Drop	111.03 feet
Number of Inversions	5



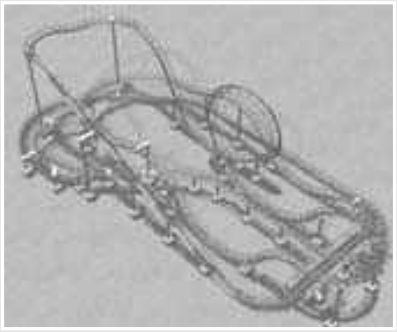
Mummy's Curse

Ride Provided	Mummy's Curse
Ideal Ticket Price (at default settings)	$4.74
Cost	$9,121
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 9
Excitement	6.0
Intensity	4.9
Nausea	2.3
Maximum Speed	47.41 mph
Average Speed	22.17 mph
Ride Time	0:59
Ride Length	1,948.94 feet
Vertical G-Forces	-0.81 to 3.94 g
Maximum Lateral G-Forces	1.53 g
Drops	9
Highest Drop	84.76 feet
Number of Inversions	2



Red Baron

Ride Provided	Red Baron
Ideal Ticket Price (at default settings)	$4.66
Cost	$6,828
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 12
Excitement	5.7
Intensity	5.3
Nausea	2.5
Maximum Speed	47.86 mph
Average Speed	21.93 mph
Ride Time	0:48
Ride Length	1,555.19 feet
Vertical G-Forces	-1.3 to 4.33 g
Maximum Lateral G-Forces	1.22 g
Drops	7
Highest Drop	61.57 feet
Number of Inversions	4



Venonous

Ride Provided	Venomous
Ideal Ticket Price (at default settings)	$4.31
Cost	$8,162
Salvage Price	Depreciates over time to 70%
Space Required to Build	9 x 18
Excitement	5.7
Intensity	4.2
Nausea	2.0
Maximum Speed	42.46 mph
Average Speed	20.26 mph
Ride Time	1:01
Ride Length	1,828.52 feet
Vertical G-Forces	-1.09 to 3.07 g
Maximum Lateral G-Forces	1.2 g
Drops	8
Highest Drop	61.53 feet
Number of Inversions	1

Stand-Up Twister Coaster

Notes: No children

Description: Passengers are secured in a standing position in special vehicles riding atop a steel tubular track similar to the Hyper Twister.

Maximum Number of Trains: 6

Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 4

Number of Car Types: 1

Blue Rattler

Ride Provided	Blue Rattler
Ideal Ticket Price (at default settings)	$6.35
Cost	$16,083.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	33 x 12
Excitement	7.05
Intensity	6.63
Nausea	3.24

Maximum Speed	58.16 mph
Average Speed	23.83 mph
Ride Time	1:12
Ride Length	2,533.97 feet
Vertical G-Forces	-3.04 to 7.69 g
Maximum Lateral G-Forces	3.07 g
Drops	8
Highest Drop	97.96 feet
Number of Inversions	4

Crush Hour

Ride Provided	Crush Hour
Ideal Ticket Price (at default settings)	$5.81
Cost	$18,539
Salvage Price	Depreciates over time to 70%
Space Required to Build	28 x 14
Excitement	7.0
Intensity	5.4
Nausea	2.5

Maximum Speed	61.85 mph
Average Speed	28.84 mph
Ride Time	1:10
Ride Length	2,994.21 feet
Vertical G-Forces	-0.85 to 4.65 g
Maximum Lateral G-Forces	2.13 g
Drops	7
Highest Drop	130.84 feet
Number of Inversions	3

Strata Coaster

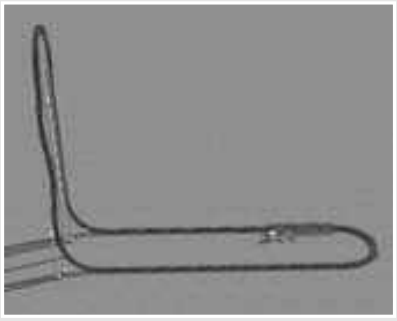
Description: Passengers sit in a vehicle that is launched using linear induction motors on vertical steel tubular tracks that twist to form spirals.

Maximum Number of Trains: 3

Maximum Number of Cars Per Train: 3 (This number is dependent on the number of trains and length of the loading station.)

Passengers Per Car: 2

Number of Car Types: 1

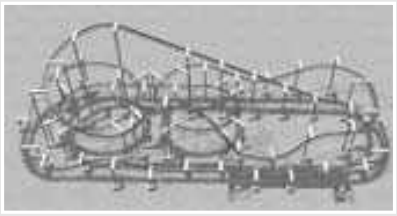


Stratashere

Ride Provided	Stratashere
Ideal Ticket Price (at default settings)	$6.95
Cost	$5,730.50
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 6
Excitement	7.41
Intensity	8.87
Nausea	6.07
Maximum Speed	85.11 mph
Average Speed	39.22 mph
Ride Time	0:18
Ride Length	1,077.98 feet
Vertical G-Forces	-2.54 to 15.72 g
Maximum Lateral G-Forces	1.73 g
Drops	1
Highest Drop	230.4 feet
Number of Inversions	None

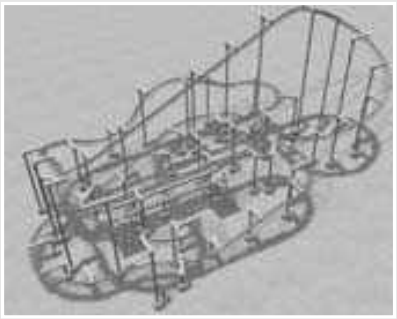
Suspended Swinging Coaster

Description: Passengers sit in a standard vehicle that is suspended beneath a steel tubular track.
Maximum Number of Trains: 11
Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 6



Flight of the Phoenix

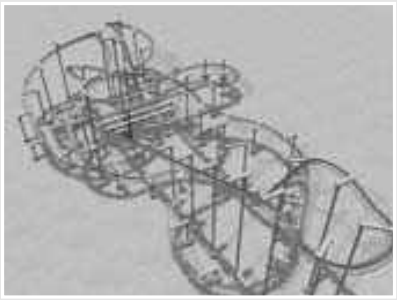
Ride Provided	Flight of the Phoenix
Ideal Ticket Price (at default settings)	$2.96
Cost	$8,588
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 9
Excitement	6.4
Intensity	3.5
Nausea	3.0
Maximum Speed	44.28 mph
Average Speed	20.64 mph
Ride Time	0:59
Ride Length	1,799.99 feet
Vertical G-Forces	-1.41 to 3.17 g
Maximum Lateral G-Forces	1.5 g
Drops	9
Highest Drop	58.5 feet
Number of Inversions	4



Pendulator

Ride Provided	Pendulator
Ideal Ticket Price (at default settings)	$2.68
Cost	$7,901
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 10
Excitement	3.0
Intensity	3.1
Nausea	2.9

Maximum Speed	**47.13 mph**
Average Speed	22.01 mph
Ride Time	0:49
Ride Length	1,601.66 feet
Vertical G-Forces	-1.25 to 3.69 g
Maximum Lateral G-Forces	1.67 g
Drops	5
Highest Drop	84.75 feet
Number of Inversions	2



Regurgitator

Ride Provided	Regurgitator
Ideal Ticket Price (at default settings)	$3.04
Cost	$11,984
Salvage Price	Depreciates over time to 70%
Space Required to Build	15 x 27
Excitement	3.3
Intensity	3.5
Nausea	3.1

Maximum Speed	51.57 mph
Average Speed	22.28 mph
Ride Time	1:12
Ride Length	2,385.7 feet
Vertical G-Forces	-.88 to 3.6 g
Maximum Lateral G-Forces	01.9 g
Drops	8
Highest Drop	84.71 feet
Number of Inversions	4

Tilt Coaster

Description: Passengers ride in a standard vehicle on a standard coaster steel tubular track, which has articulating track pieces that detach and tilt to connect to another track.
Maximum Number of Trains: 3
Maximum Number of Cars Per Train: 6 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1

Thrill Lift Extreme

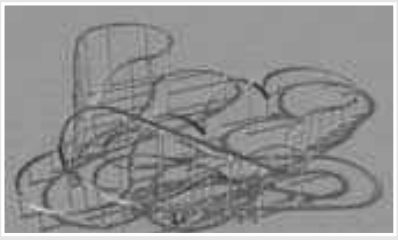
Ride Provided	Thrill Lift Extreme
Ideal Ticket Price (at default settings)	$5.30
Cost	$11,590.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	51 x 7
Excitement	6.18
Intensity	6.73
Nausea	2.75
Maximum Speed	75.19 mph
Average Speed	30.02 mph
Ride Time	0:42
Ride Length	1,859.33 feet
Vertical G-Forces	-0.18 to 11.6 g
Maximum Lateral G-Forces	1.8 g
Drops	4
Highest Drop	154.57 feet
Number of Inversions	3

Twister Coaster

Description: Passengers sit in standard vehicle that runs along a standard steel tubular track that may be constructed using twisting track pieces.
Maximum Number of Trains: 6
Maximum Number of Cars Per Train: 7 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 1

Contortion

Ride Provided	Contortion
Ideal Ticket Price (at default settings)	$5.74
Cost	$13,899
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 9
Excitement	7.0
Intensity	5.2
Nausea	2.7
Maximum Speed	49.85 mph
Average Speed	22.91 mph
Ride Time	1:15
Ride Length	2,535.05 feet
Vertical G-Forces	-1.04 to 3.93 g
Maximum Lateral G-Forces	1.62 g
Drops	8
Highest Drop	85.01 feet
Number of Inversions	4



Flight of Death

Ride Provided	Flight of Death
Ideal Ticket Price (at default settings)	$5.50
Cost	$18,558.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 22
Excitement	6.56
Intensity	5.13
Nausea	2.52
Maximum Speed	55.57 mph
Average Speed	21.89 mph
Ride Time	1:26
Ride Length	2,777.67 feet
Vertical G-Forces	-2.34 to 5.13 g
Maximum Lateral G-Forces	2.61 g
Drops	6
Highest Drop	104.64 feet
Number of Inversions	2

Silvertwist

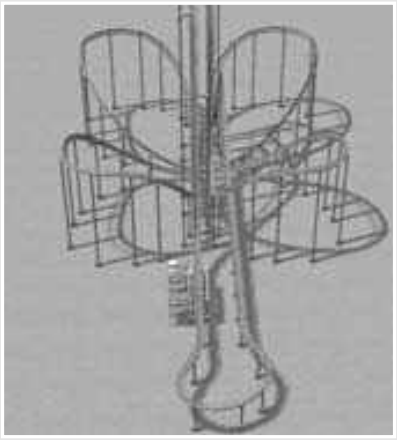
Ride Provided	Silvertwist
Ideal Ticket Price (at default settings)	$5.51
Cost	$10,755
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 9
Excitement	6.6
Intensity	5.1
Nausea	2.5
Maximum Speed	49.85 mph
Average Speed	22.32 mph
Ride Time	0:55
Ride Length	1,827.14 feet
Vertical G-Forces	-1.56 to 3.96 g
Maximum Lateral G-Forces	1.57 g
Drops	9
Highest Drop	84.99 feet
Number of Inversions	3

Time Twister

Ride Provided	Time Twister
Ideal Ticket Price (at default settings)	$5.83
Cost	$11,596
Salvage Price	Depreciates over time to 70%
Space Required to Build	21 x 9
Excitement	7.0
Intensity	5.4
Nausea	2.8
Maximum Speed	49.41 mph
Average Speed	21.23 mph
Ride Time	1:10
Ride Length	2,182.61 feet
Vertical G-Forces	-0.9 to 3.94 g
Maximum Lateral G-Forces	1.35 g
Drops	11
Highest Drop	85.01 feet
Number of Inversions	4

Vertical Drop

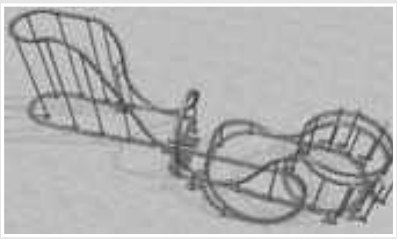
Description: Passengers sit in a specially designed wide vehicle that rides on a standard steel tubular track.
Maximum Number of Trains: 21
Maximum Number of Cars Per Train: 3 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 6
Number of Car Types: 1



Clover Leaf

Ride Provided	Clover Leaf
Ideal Ticket Price (at default settings)	$5.45
Cost	$18,920.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	16 x 33
Excitement	6.17
Intensity	5.6
Nausea	2.71

Maximum Speed	66.82 mph
Average Speed	28.21 mph
Ride Time	1:06
Ride Length	2,763.83 feet
Vertical G-Forces	-1.15 to 9.9 g
Maximum Lateral G-Forces	3.31 g
Drops	7
Highest Drop	150.73 feet
Number of Inversions	1



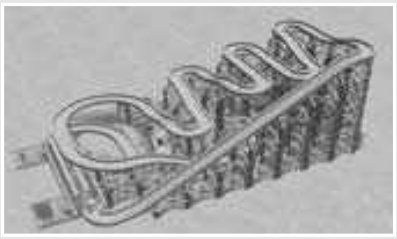
Mini Diver

Ride Provided	Mini Diver
Ideal Ticket Price (at default settings)	$4.41
Cost	$8,558
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 8
Ride Length	1,434.1 feet
Excitement	5.6
Intensity	3.6
Nausea	1.7

Maximum Speed	52.42 mph
Average Speed	20.79 mph
Ride Time	0:47
Ride Length	1,434.1 feet
Vertical G-Forces	-1.07 to 4.22 g
Maximum Lateral G-Forces	1.91 g
Drops	6
Highest Drop	98.25 feet
Number of Inversions	None

Virginia Reel

Description: Passengers ride in a specially designed vehicle that they may turn at will and that rides on a curving ramp.
Maximum Number of Trains: 16
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 4



Texas Tubs

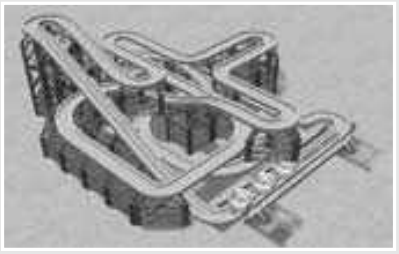
Ride Provided	Texas Tubs
Ideal Ticket Price (at default settings)	$3.76
Cost	$3,327
Salvage Price	Depreciates over time to 70%
Space Required to Build	6 x 11
Ride Length	829 feet
Excitement	5.5
Intensity	5.0
Nausea	5.4

Maximum Speed	29.64 mph
Average Speed	16.44 mph
Ride Time	0:34
Ride Length	829.37 feet
Vertical G-Forces	-0.44 to 1.56 g
Maximum Lateral G-Forces	3.61 g
Drops	6
Highest Drop	12.82 feet
Number of Inversions	None

Twirler

Ride Provided	Twirler
Ideal Ticket Price (at default settings)	$4.70
Cost	$3,754
Salvage Price	Depreciates over time to 70%
Space Required to Build	11 x 8
Excitement	5.67
Intensity	7.43
Nausea	7.72

Maximum Speed	27.66 mph
Average Speed	17.57 mph
Ride Time	0:35
Ride Length	912.74 feet
Vertical G-Forces	-1.06 to 1.73 g
Maximum Lateral G-Forces	7.54 g
Drops	3
Highest Drop	19.39 feet
Number of Inversions	None



Wheely Reel

Ride Provided	Wheely Reel
Ideal Ticket Price (at default settings)	$3.35
Cost	$3,983
Salvage Price	Depreciates over time to 70%
Space Required to Build	8 x 10
Excitement	5.1
Intensity	4.0
Nausea	4.8

Maximum Speed	21.61 mph
Average Speed	14.35 mph
Ride Time	0:50
Ride Length	1,052.61 feet
Vertical G-Forces	-0.12 to 0.95 g
Maximum Lateral G-Forces	1.95 g
Drops	3
Highest Drop	12.82 feet
Number of Inversions	None

Water Coaster

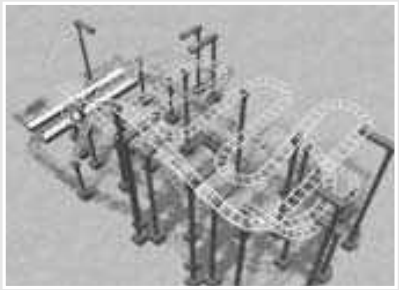
Description: Passengers sit in a boat-like vehicle that runs along a standard steel tubular track but includes water filled track sections.
Maximum Number of Trains: 9
Maximum Number of Cars Per Train: 1
Passengers Per Car: 6
Number of Car Types: 1

Wet 'n' Wild Boats

Ride Provided	Wet 'n' Wild Boats
Ideal Ticket Price (at default settings)	$4.20
Cost	$3,487
Salvage Price	Depreciates over time to 70%
Space Required to Build	18 x 10
Excitement	4.66
Intensity	5.23
Nausea	3.37
Maximum Speed	36.19 mph
Average Speed	19.02 mph
Ride Time	0:47
Ride Length	1,314.65 feet
Vertical G-Forces	-0.86 to 2.88 g
Maximum Lateral G-Forces	2.67 g
Drops	3
Highest Drop	45.13 feet
Number of Inversions	None

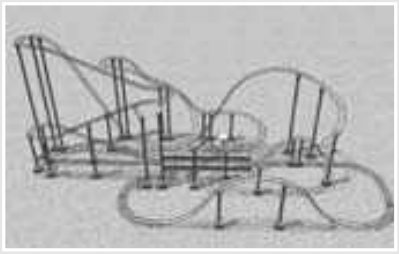
Wild Mouse

Description: Passengers ride in a standard vehicle that rides on steel tubular tracks similar to the Hairpin, but right side up.
Maximum Number of Trains: 14
Maximum Number of Cars Per Train: 1
Passengers Per Car: 4
Number of Car Types: 2



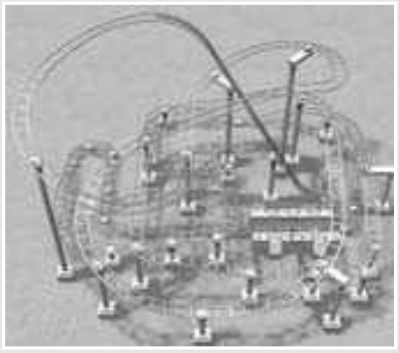
Flying Dutchman Gold Mine

Ride Provided	Flying Dutchman Gold Mine
Ideal Ticket Price (at default settings)	$3.21
Cost	$3,705
Salvage Price	Depreciates over time to 70%
Space Required to Build	6 x 11
Excitement	3.1
Intensity	3.4
Nausea	2.1
Maximum Speed	32.35 mph
Average Speed	16.55 mph
Ride Time	0:50
Ride Length	1,228.16 feet
Vertical G-Forces	-0.8 to 3.98 g
Maximum Lateral G-Forces	2.62 g
Drops	12
Highest Drop	25.9 feet
Number of Inversions	None



The Flying Mouse

Ride Provided	The Flying Mouse
Ideal Ticket Price (at default settings)	$3.20
Cost	$3,625
Salvage Price	Depreciates over time to 70%
Space Required to Build	18 x 7
Excitement	3.1
Intensity	3.5
Nausea	2.0
Maximum Speed	45.65 mph
Average Speed	16.46 mph
Ride Time	0:47
Ride Length	1,135.93 feet
Vertical G-Forces	-1.51 to 3.76 g
Maximum Lateral G-Forces	2.52 g
Drops	6
Highest Drop	58.69 feet
Number of Inversions	2

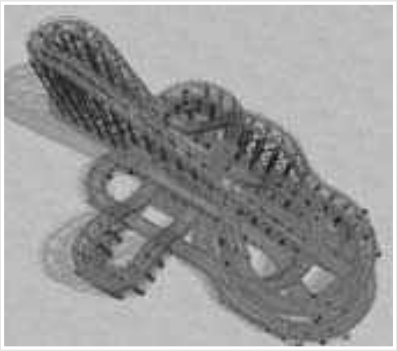


Fungicide

Ride Provided	Fungicide
Ideal Ticket Price (at default settings)	$3.28
Cost	$3,941
Salvage Price	Depreciates over time to 70%
Space Required to Build	8 x 8
Excitement	3.2
Intensity	3.6
Nausea	2.0
Maximum Speed	38 mph
Average Speed	20.59 mph
Ride Time	0:39
Ride Length	1,178.06 feet
Vertical G-Forces	-0.81 to 2.74 g
Maximum Lateral G-Forces	5.8 g
Drops	7
Highest Drop	45.6 feet
Number of Inversions	None

Wooden Roller Coasters

Description: Passengers sit in a standard or (at the player's choice) a specially designed vehicle that runs on a standard steel rail.
Maximum Number of Trains: 5
Maximum Number of Cars Per Train: 12 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 4
Number of Car Types: 5



Black Widow

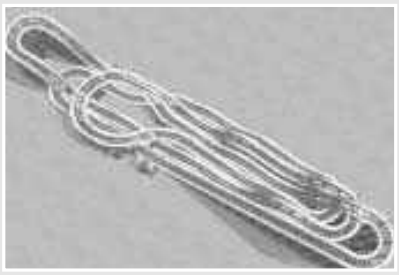
Ride Provided	Black Widow
Ideal Ticket Price (at default settings)	$5.94
Cost	$10,812
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 14
Excitement	6.5
Intensity	7.0
Nausea	3.7

Maximum Speed	55.71 mph
Average Speed	26.15 mph
Ride Time	1:04
Ride Length	2,473.75 feet
Vertical G-Forces	-1.49 to 4.42 g
Maximum Lateral G-Forces	1.87 g
Drops	7
Highest Drop	111.04 feet
Number of Inversions	None

Buffalo

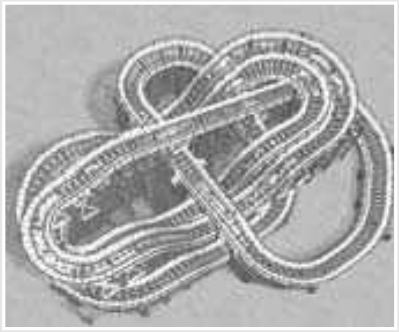
Ride Provided	Buffalo
Ideal Ticket Price (at default settings)	$6.90
Cost	$14,486.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	39 x 13
Excitement	6.58
Intensity	9.35
Nausea	4.9

Maximum Speed	53.62 mph
Average Speed	26.2 mph
Ride Time	1:21
Ride Length	3,135.7 feet
Vertical G-Forces	-5.02 to 7.05 g
Maximum Lateral G-Forces	3.91 g
Drops	12
Highest Drop	84.81 feet
Number of Inversions	1



Driftwood

Ride Provided	Driftwood
Ideal Ticket Price (at default settings)	$6.04
Cost	$9,370
Salvage Price	Depreciates over time to 70%
Space Required to Build	30 x 7
Excitement	6.5
Intensity	7.0
Nausea	4.1
Maximum Speed	49.34 mph
Average Speed	20.02 mph
Ride Time	1:18
Ride Length	2,319.73 feet
Vertical G-Forces	-1.79 to 3.93 g
Maximum Lateral G-Forces	2 g
Drops	15
Highest Drop	84.8 feet
Number of Inversions	None

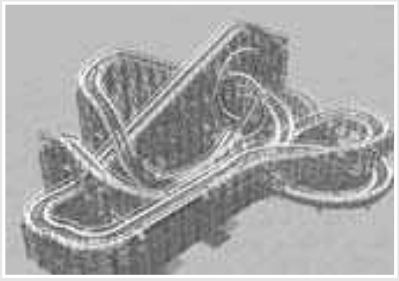


Firetrap

Ride Provided	Firetrap
Ideal Ticket Price (at default settings)	$5.26
Cost	$8,225
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 15
Excitement	5.8
Intensity	6.0
Nausea	3.5
Maximum Speed	41.4 mph
Average Speed	19.99 mph
Ride Time	0:57
Ride Length	1,694 feet
Vertical G-Forces	-1.11 to 2.99 g
Maximum Lateral G-Forces	1.27 g
Drops	7
Highest Drop	58.56 feet
Number of Inversions	None

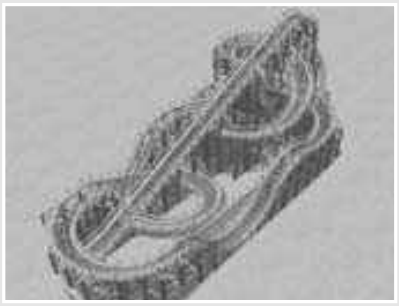
Glowing Embers

Ride Provided	Glowing Embers
Ideal Ticket Price (at default settings)	$5.58
Cost	$13,603
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 16
Excitement	6.2
Intensity	6.2
Nausea	3.7
Maximum Speed	49.8 mph
Average Speed	19.67 mph
Ride Time	1:25
Ride Length	2,465.18 feet
Vertical G-Forces	-0.82 to 3.62 g
Maximum Lateral G-Forces	0.74 g
Drops	9
Highest Drop	84.67 feet
Number of Inversions	None



Great White Wail

Ride Provided	Great White Wail
Ideal Ticket Price (at default settings)	$6.39
Cost	$14,212
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 16
Excitement	6.8
Intensity	7.7
Nausea	4.0
Maximum Speed	53.89 mph
Average Speed	25.7 mph
Ride Time	1:27
Ride Length	3,304.98 feet
Vertical G-Forces	-1.62 to 4.21 g
Maximum Lateral G-Forces	2.39 g
Drops	7
Highest Drop	104.48 feet
Number of Inversions	2



Hardwood

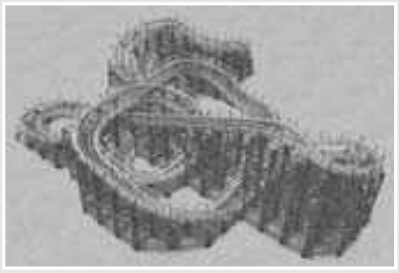
Ride Provided	Hardwood
Ideal Ticket Price (at default settings)	$5.73
Cost	$7,809
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 9
Excitement	6.4
Intensity	6.5
Nausea	3.6

Maximum Speed	48.67 mph
Average Speed	22.91 mph
Ride Time	0:53
Ride Length	1,810.57 feet
Vertical G-Forces	-1.28 to 3.79 g
Maximum Lateral G-Forces	2.16 g
Drops	6
Highest Drop	84.81 feet
Number of Inversions	None

Little Beast

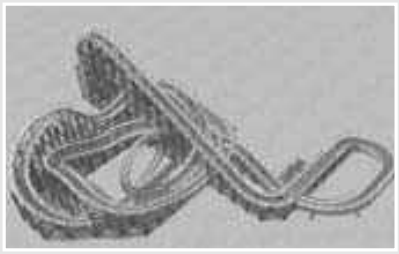
Ride Provided	Little Beast
Ideal Ticket Price (at default settings)	$5.60
Cost	$14,486.75
Salvage Price	Depreciates over time to 70%
Space Required to Build	18 x 6
Excitement	5.95
Intensity	7.62
Nausea	4.54

Maximum Speed	40.6 mph
Average Speed	18.42 mph
Ride Time	0:44
Ride Length	1,198.52 feet
Vertical G-Forces	-2.43 to 4.03 g
Maximum Lateral G-Forces	4.7 g
Drops	4
Highest Drop	58.49 feet
Number of Inversions	None



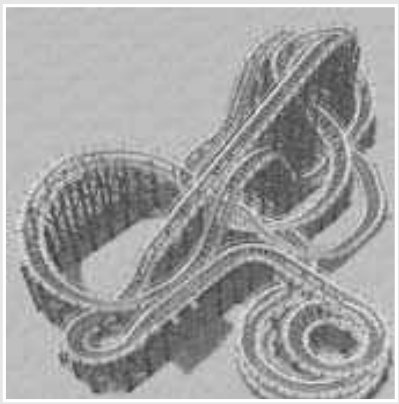
Microphobia

Ride Provided	Microphobia
Ideal Ticket Price (at default settings)	$5.41
Cost	$6,238
Salvage Price	Depreciates over time to 70%
Space Required to Build	14 x 16
Excitement	5.9
Intensity	6.2
Nausea	3.4
Maximum Speed	40.99 mph
Average Speed	23.48 mph
Ride Time	0:39
Ride Length	1,365.49 feet
Vertical G-Forces	-0.43 to 3.27 g
Maximum Lateral G-Forces	2.09 g
Drops	6
Highest Drop	58.57 feet
Number of Inversions	None



Ricochet

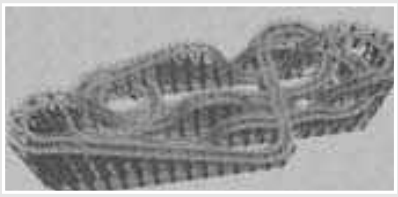
Ride Provided	Ricochet
Ideal Ticket Price (at default settings)	$5.86
Cost	$6,845
Salvage Price	Depreciates over time to 70%
Space Required to Build	19 x 20
Excitement	6.4
Intensity	6.9
Nausea	3.7
Maximum Speed	48.99 mph
Average Speed	24.16 mph
Ride Time	0:49
Ride Length	1,753.12 feet
Vertical G-Forces	-1.09 to 3.95 g
Maximum Lateral G-Forces	1.76 g
Drops	7
Highest Drop	84.8 feet
Number of Inversions	1



Rough Rider

Ride Provided	Rough Rider
Ideal Ticket Price (at default settings)	$5.81
Cost	$11,159
Salvage Price	Depreciates over time to 70%
Space Required to Build	22 x 15
Excitement	6.5
Intensity	6.6
Nausea	3.5

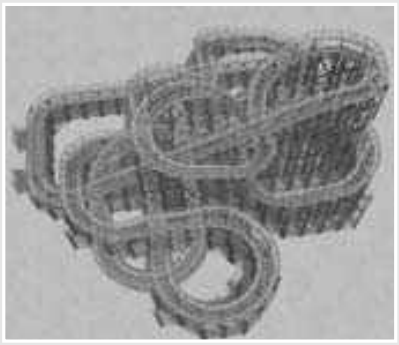
Maximum Speed	48.82 mph
Average Speed	25.47 mph
Ride Time	1:05
Ride Length	2,447.75 feet
Vertical G-Forces	-1.1 to 3.81 g
Maximum Lateral G-Forces	1.72 g
Drops	6
Highest Drop	84.58 feet
Number of Inversions	None



Sawdust

Ride Provided	Sawdust
Ideal Ticket Price (at default settings)	$5.82
Cost	$9,834
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 23
Excitement	6.3
Intensity	6.8
Nausea	3.8

Maximum Speed	48.18 mph
Average Speed	21.92 mph
Ride Time	1:11
Ride Length	2,296.78 feet
Vertical G-Forces	-0.97 to 3.87 g
Maximum Lateral G-Forces	1.38 g
Drops	11
Highest Drop	58.65 feet
Number of Inversions	None



Shimmy

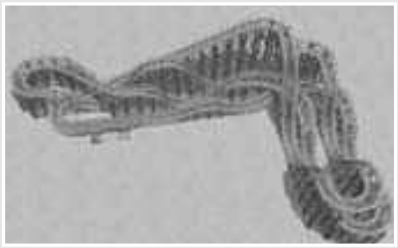
Ride Provided	Shimmy
Ideal Ticket Price (at default settings)	$6.03
Cost	$13,535
Salvage Price	Depreciates over time to 70%
Space Required to Build	20 x 19
Excitement	6.2
Intensity	6.8
Nausea	3.8

Maximum Speed	50.53 mph
Average Speed	25.24 mph
Ride Time	1:13
Ride Length	2,728.99 feet
Vertical G-Forces	-1.59 to 3.94 g
Maximum Lateral G-Forces	1.45 g
Drops	9
Highest Drop	58.96 feet
Number of Inversions	None

Splinter

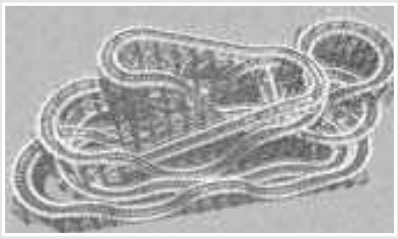
Ride Provided	Splinter
Ideal Ticket Price (at default settings)	$5.55
Cost	$9,544
Salvage Price	Depreciates over time to 70%
Space Required to Build	14 x 19
Excitement	6.3
Intensity	6.1
Nausea	3.6

Maximum Speed	44.08 mph
Average Speed	22.42 mph
Ride Time	1:06
Ride Length	2,177.25 feet
Vertical G-Forces	-0.94 to 3.32 g
Maximum Lateral G-Forces	1.54 g
Drops	6
Highest Drop	45.33 feet
Number of Inversions	None



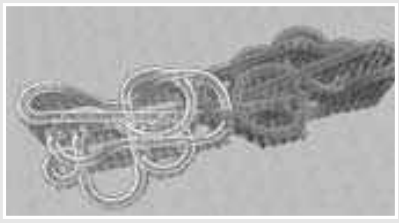
Tinder

Ride Provided	Tinder
Ideal Ticket Price (at default settings)	$5.78
Cost	$8,882
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 18
Excitement	6.4
Intensity	6.6
Nausea	3.7
Maximum Speed	49.6 mph
Average Speed	22.26 mph
Ride Time	1:05
Ride Length	2,143.84 feet
Vertical G-Forces	-1.16 to 3.97 g
Maximum Lateral G-Forces	1.3 g
Drops	9
Highest Drop	84.79 feet
Number of Inversions	None



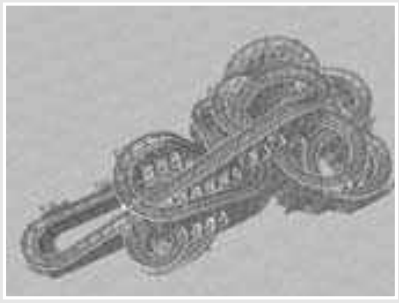
Touchwood

Ride Provided	Touchwood
Ideal Ticket Price (at default settings)	$6.34
Cost	$15,249
Salvage Price	Depreciates over time to 70%
Space Required to Build	23 x 11
Excitement	6.9
Intensity	7.3
Nausea	4.4
Maximum Speed	56.72 mph
Average Speed	23.27 mph
Ride Time	1:37
Ride Length	3,331.15 feet
Vertical G-Forces	-1.43 to 4.61 g
Maximum Lateral G-Forces	1.76 g
Drops	12
Highest Drop	111.05 feet
Number of Inversions	None



Ugly Twisters

Ride Provided	Ugly Twisters
Ideal Ticket Price (at default settings)	$6.30
Cost	$17,258
Salvage Price	Depreciates over time to 70%
Space Required to Build	33 x 16
Excitement	7.1
Intensity	6.9
Nausea	4.4
Maximum Speed	49.23 mph
Average Speed	22.49 mph
Ride Time	2:00
Ride Length	3,965.42 feet
Vertical G-Forces	-1.08 to 3.93 g
Maximum Lateral G-Forces	1.68 g
Drops	10
Highest Drop	84.81 feet
Number of Inversions	None



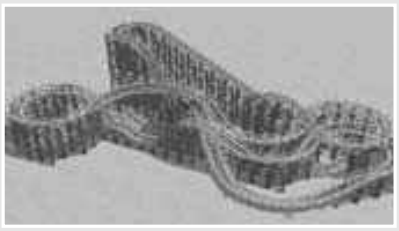
Whiteout

Ride Provided	Whiteout
Ideal Ticket Price (at default settings)	$6.07
Cost	$15,708
Salvage Price	Depreciates over time to 70%
Space Required to Build	27 x 14
Excitement	6.6
Intensity	7.0
Nausea	3.9
Maximum Speed	55.37 mph
Average Speed	26.71 mph
Ride Time	1:15
Ride Length	2,952.21 feet
Vertical G-Forces	-1.46 to 4.48 g
Maximum Lateral G-Forces	2.04 g
Drops	7
Highest Drop	84.96 feet
Number of Inversions	None

Whitewash

Ride Provided	Whitewash
Ideal Ticket Price (at default settings)	$6.10
Cost	$9,211
Salvage Price	Depreciates over time to 70%
Space Required to Build	17 x 11
Excitement	6.7
Intensity	6.9
Nausea	3.9

Maximum Speed	48.19 mph
Average Speed	23.1 mph
Ride Time	1:04
Ride Length	2,171.13 feet
Vertical G-Forces	-1.16 to 3.68 g
Maximum Lateral G-Forces	1.98 g
Drops	11
Highest Drop	84.8 feet
Number of Inversions	None



Woodworm

Ride Provided	Woodworm
Ideal Ticket Price (at default settings)	$5.53
Cost	$9,791
Salvage Price	Depreciates over time to 70%
Space Required to Build	25 x 13
Excitement	6.2
Intensity	6.2
Nausea	3.6

Maximum Speed	48.38 mph
Average Speed	21.93 mph
Ride Time	1:10
Ride Length	2,262.94 feet
Vertical G-Forces	-1.33 to 3.65 g
Maximum Lateral G-Forces	1.3 g
Drops	6
Highest Drop	84.8 feet
Number of Inversions	None

Zipper

Ride Provided	Zipper
Ideal Ticket Price (at default settings)	$6.10
Cost	$8,572
Salvage Price	Depreciates over time to 70%
Space Required to Build	24 x 10
Excitement	6.5
Intensity	7.29
Nausea	3.96
Maximum Speed	40.4 mph
Average Speed	21.08 mph
Ride Time	1:09
Ride Length	2,136.51 feet
Vertical G-Forces	-3.02 to 3.58 g
Maximum Lateral G-Forces	4 g
Drops	8
Highest Drop	58.56 feet
Number of Inversions	None

Wooden Wild Mine

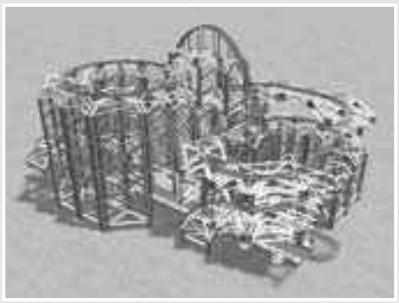
Description: Passengers sit in a specially designed vehicle that runs on mine rails.
Maximum Number of Trains: 13
Maximum Number of Cars Per Train: 2 (This number is dependent on the number of trains and length of the loading station.)
Passengers Per Car: 2
Number of Car Types: 2

Mining Mayhem

Ride Provided	Mining Mayhem
Ideal Ticket Price (at default settings)	$3.60
Cost	$2,880
Salvage Price	Depreciates over time to 70%
Space Required to Build	21 x 8
Excitement	3.47
Intensity	4.2
Nausea	2.21
Maximum Speed	41.52 mph
Average Speed	20.37 mph
Ride Time	0:38
Ride Length	1,150.22 feet
Vertical G-Forces	-3.2 to 7.54 g
Maximum Lateral G-Forces	3.82 g
Drops	7
Highest Drop	58.69 feet
Number of Inversions	None

Wooden Wild Mouse

Description: Passengers sit in tandem cars that ride along steel rails.
Maximum Number of Trains: 15
Maximum Number of Cars Per Train: 1
Passengers Per Car: 2
Number of Car Types: 1



Cheesy Mice

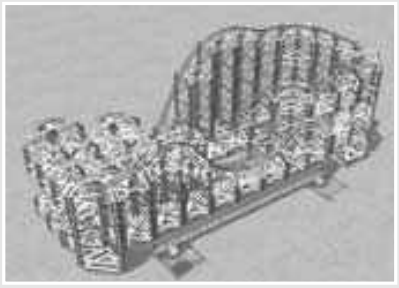
Ride Provided	Cheesy Mice
Ideal Ticket Price (at default settings)	$3.67
Cost	$2,796
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 7
Excitement	3.4
Intensity	4.4
Nausea	2.3

Maximum Speed	38.95 mph
Average Speed	20.33 mph
Ride Time	0:29
Ride Length	880.32 feet
Vertical G-Forces	-2.31 to 5.56 g
Maximum Lateral G-Forces	6.74 g
Drops	8
Highest Drop	19.3 feet
Number of Inversions	None

Mouse Den

Ride Provided	Mouse Den
Ideal Ticket Price (at default settings)	$3.40
Cost	$4,180
Salvage Price	Depreciates over time to 70%
Space Required to Build	15 x 7
Excitement	3.48
Intensity	3.72
Nausea	2.1

Maximum Speed	39 mph
Average Speed	17.11 mph
Ride Time	1:01
Ride Length	1,549.92 feet
Vertical G-Forces	-2.6 to 3.97 g
Maximum Lateral G-Forces	2.91 g
Drops	10
Highest Drop	52.09 feet
Number of Inversions	None



Mouse Towers

Ride Provided	Mouse Towers
Ideal Ticket Price (at default settings)	$3.35
Cost	$3,543
Salvage Price	Depreciates over time to 70%
Space Required to Build	12 x 6
Excitement	3.3
Intensity	3.6
Nausea	2.1
Maximum Speed	32.15 mph
Average Speed	17.86 mph
Ride Time	0:47
Ride Length	1,237.59 feet
Vertical G-Forces	-.12 to 4.5 g
Maximum Lateral G-Forces	12.87 g
Drops	9
Highest Drop	32.4 feet
Number of Inversions	None

Junior Rides

Buffalo Roundabout

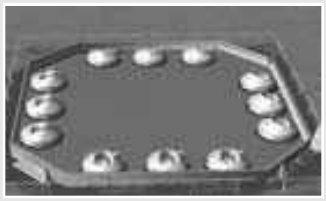
Description: A variation on the carousel

Design Theme	Western
Ideal Ticket Price (at default settings)	$0.90
Cost	$472
Salvage Price	Depreciates over time to 70%
Space Required to Build	3 x 3
Excitement	1.27
Intensity	0.67
Nausea	0.85
Max. Passenger Capacity (per car)	12

Floundering Ferry

Description: Variation on the classic Rocker ride, but it has a passenger compartment shaped like a tug boat that also turns with the pull of gravity.

Design Theme	Generic	**Space Required to Build**	5 x 3
Ideal Ticket Price (at default settings)	$2.35	**Excitement**	5.55
Cost	$550	**Intensity**	2.75
Salvage Price	Depreciates over time to 70%	**Nausea**	2.84
		Max. Passenger Capacity (per car)	16



Flying Saucers

Description: In this variation of the bumper cars ride, passengers ride on a cushion of air.

Design Theme	Sci-Fi	**Space Required to Build**	4 x 4
Ideal Ticket Price (at default settings)	$2.10	**Excitement**	3.8
Cost	$560	**Intensity**	0.85
Salvage Price	Depreciates over time to 70%	**Nausea**	0.39
		Max. Passenger Capacity (per car)	12

Merry-Go-Round

Description: The classic carousel

Design Theme	Generic	**Space Required to Build**	3 x 3
Ideal Ticket Price (at default settings)	$0.55	**Excitement**	1.05
Cost	$460	**Intensity**	0.6
Salvage Price	Depreciates over time to 70%	**Nausea**	0.75
		Max. Passenger Capacity (per car)	12

Monster Ride

Description: A variation on the carousel

Design Theme	Spooky	**Space Required to Build**	4 x 4
Ideal Ticket Price (at default settings)	$0.90	**Excitement**	1.27
Cost	$472	**Intensity**	0.67
Salvage Price	Depreciates over time to 70%	**Nausea**	0.85
		Max. Passenger Capacity (per car)	12

Odyssey Ride

Description: A variation on the classic Rocker ride and a larger version of the Floundering Ferry

Design Theme	Adventure	**Space Required to Build**	5 x 3
Ideal Ticket Price (at default settings)	$2.35	**Excitement**	2.55
Cost	$560	**Intensity**	2.75
Salvage Price	Depreciates over time to 70%	**Nausea**	2.84
		Max. Passenger Capacity (per car)	16

Snake Helter-Skelter

Description: A spiraling slide

Design Theme	Adventure	**Space Required to Build**	3 x 3
Ideal Ticket Price (at default settings)	$1.40	**Excitement**	1.55
Cost	$360	**Intensity**	1.45
Salvage Price	Depreciates over time to 70%	**Nausea**	2
		Max. Passenger Capacity (per car)	1 at a time

Spiral Slide

Description: A simple slide that spirals around a structure

Design Theme	Generic	**Space Required to Build**	3 x 3
Ideal Ticket Price (at default settings)	$0.89	**Excitement**	1.5
Cost	$330	**Intensity**	1.4
Salvage Price	Depreciates over time to 70%	**Nausea**	0.9
		Max. Passenger Capacity (per car)	1 at a time

Tea Cups Ride

Description: Round passenger compartments spin on revolving turntables, all of which rotates around a giant teapot.

Design Theme	Generic	**Space Required to Build**	4 x 4
Ideal Ticket Price (at default settings)	$1.55	**Excitement**	1.73
Cost	$360	**Intensity**	1.57
Salvage Price	Depreciates over time to 70%	**Nausea**	1.52
		Max. Passenger Capacity (per car)	18

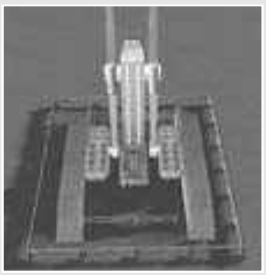
Thrill Rides

Chair Swing

Description: A tall rotating structure with long swings attached. When the contraption reaches cruising speed, the top of the structure tilts, giving extra oomph to the centrifugal forces on the affected riders.

Design Theme	Generic	**Excitement**	2.16
Ideal Ticket Price	$1.24	**Intensity**	1.68
Cost	$502	**Nausea**	1.86
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	36

Space Required to Build 4 x 4



Double Swinging Inverter

Description: A classic carnival ride with two large rotating opposing arms at the end of which are attached passenger compartments that also spin.

Design Theme	Generic	**Excitement**	3.73
Ideal Ticket Price	$3.80	**Intensity**	4.92
Cost	$564	**Nausea**	5
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	24
Space Required to Build	4 x 6		

Enterprise

Description: A spinning carousel forces riders' tiltable compartments to tip outward as speeds reach their peak. Then the entire wheel is tipped up 90 degrees.

Design Theme	Generic	**Excitement**	3.6
Ideal Ticket Price	$2.20	**Intensity**	4.58
Cost	$880	**Nausea**	5.81
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	16
Space Required to Build	6 x 5		

Flying Carpet

Description: A huge platform is rocked back and forth higher and higher and then is flung in a complete circle.

Design Theme	Generic	**Excitement**	3.44
Ideal Ticket Price	$3.25	**Intensity**	3.6
Cost	$396	**Nausea**	4.6
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	12
Space Required to Build	5 x 2		

Gallows Swing

Description: A variation on the Chair Swing ride, except it does not tilt and is slightly less thrilling.

Design Theme	Spooky	**Excitement**	2.18
Ideal Ticket Price	$1.25	**Intensity**	1.72
Cost	$5.14	**Nausea**	1.88
Salvage Price	Depreciates over time to 70%	**Maximum Passenger Capacity (per car)**	12
Space Required to Build	4 x 4		

Gravitron

Description: A spinning chamber causes standing passengers to be forced against and then up the inclining wall.

Design Theme	Generic	**Excitement**	2.18
Ideal Ticket Price	$1.25	**Intensity**	1.72
Cost	$5.62	**Nausea**	1.88
Salvage Price	Depreciates over time to 70%	**Maximum Passenger Capacity (per car)**	12
Space Required to Build	4 x 4		

Lasso

Description: A variation on the Roundup. A giant turntable spins as standing passengers are forced against a wall, then the whole turntable is tilted on its side.

Design Theme	Western	**Excitement**	3.78
Ideal Ticket Price	$3.85	**Intensity**	4.74
Cost	$636	**Nausea**	5.96
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	24
Space Required to Build	4 x 4		

Launched Free Fall

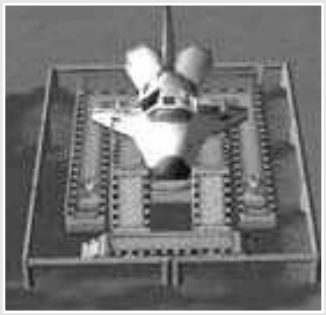
Description: A tower where passengers are either are launched from the ground to the top of the tower and are gradually returned to the starting position, or (at player's option) are slowly hoisted to the top of the tower and dropped in a rapid free fall. This ride may be built as high as the player wishes.

Design Theme	Generic	**Excitement**	Depends on height
Ideal Ticket Price	Depends on height	**Intensity**	Depends on height
Cost	At least $600	**Nausea**	Depends on height
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	16
Space Required to Build	3 x 3		

Mine Drop Ride

Description: A variation on the Launched Free Fall; passengers are hoisted to the top of a tower and then dropped to a level below ground and then returned to their starting position.

Design Theme	Western	**Excitement**	2.54
Ideal Ticket Price	$2.30	**Intensity**	2.73
Cost	$760	**Nausea**	2.64
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	12
Space Required to Build	5 x 4		



Motion Simulator

Description: Passengers are placed inside a compartment that shows a movie while rocking back and forth to simulate the feeling that they are in the movie.

Design Theme	Generic	**Excitement**	3.25
Ideal Ticket Price	$1.05	**Intensity**	4.1
Cost	$440	**Nausea**	3.3
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	8
Space Required to Build	2 x 3		

Phoenix Twister

Description: Passengers ride in vehicles that orbit a central point while being thrust upward to the top of a tower.

Design Theme	Adventure	**Excitement**	2.54
Ideal Ticket Price	$2.20	**Intensity**	2.19
Cost	$624	**Nausea**	3.13
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	28
Space Required to Build	6 x 6		

Pirate Ship

Description: Passengers ride in a rocking gondola.

Design Theme	Adventure	**Excitement**	2.1
Ideal Ticket Price	$2.05	**Intensity**	2.5
Cost	$387	**Nausea**	2.61
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	16
Space Required to Build	4 x 6		

Revolution

Description: Passenger sit in a rotating wheel attached to a swinging arm.

Design Theme	Generic	**Excitement**	3.95
Ideal Ticket Price	$2.40	**Intensity**	4.81
Cost	$862	**Nausea**	5.92
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	32
Space Required to Build	5 x 8		

Rotodrop

Description: Seated passengers are hoisted to the top of a tower, then dropped in a free fall, and then raised repeatedly while being spun around until a final drop to their starting position.

Design Theme	Generic	**Excitement**	Depends on height
Ideal Ticket Price	Depends on height	**Intensity**	Depends on height
Cost	Depends on height	**Nausea**	Depends on height
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	16
Space Required to Build	2 x 2		

Rotor

Description: Passengers enter a giant barrel-like compartment that spins around, forcing riders against the inner wall as the floor drops away.

Design Theme	Generic	**Excitement**	4.05
Ideal Ticket Price	$4	**Intensity**	4.65
Cost	$654	**Nausea**	5.94
Salvage Price	Depreciates over time to 70%	**Max.Passenger Capacity (per car)**	12
Space Required to Build	3 x 3		

Rotovator

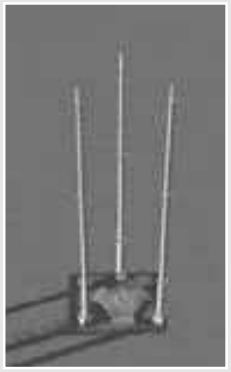
Description: A variation on the Rotor

Design Theme	Western	**Excitement**	4.05
Ideal Ticket Price	$4	**Intensity**	4.65
Cost	$667	**Nausea**	5.94
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	10
Space Required to Build	3 x 3		

Roundup

Description: Standing passengers ride a giant turntable that spins and tilts up 25 degrees.

Design Theme	Generic	**Excitement**	3.78
Ideal Ticket Price	$3.90	**Intensity**	4.74
Cost	$628	**Nausea**	5.96
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	24
Space Required to Build	4 x 4		



Sky Sling

Description: Passengers are secured to a seat that is flung upward by long flexing slings.

Design Theme	Generic	**Excitement**	4.55
Ideal Ticket Price	$4.35	**Intensity**	5.05
Cost	$434	**Nausea**	5.98
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	6
Space Required to Build	5 x 5		

Sky Wheel

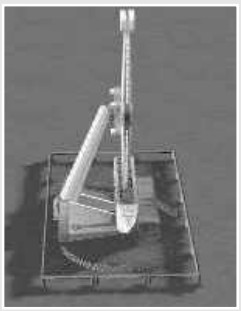
Description: The classic double Ferris wheel

Design Theme	Generic	**Excitement**	1.53
Ideal Ticket Price	$2.75	**Intensity**	4.96
Cost	$790	**Nausea**	5.04
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	32
Space Required to Build	3 x 7		

Spider Top Spinner

Description: In this variation on the Top Spinner, passengers are seated on wheel spokes and the wheel is spun around and then tilted up 25 degrees.

Design Theme	Spooky	**Excitement**	3.54
Ideal Ticket Price	$3.35	**Intensity**	4.54
Cost	$596	**Nausea**	5.88
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	24
Space Required to Build	4 x 5		



Swinging Inverted Ship

Description: Passengers ride in a gondola compartment that may be swung a full 360 degrees

Design Theme	Generic	**Excitement**	3.6
Ideal Ticket Price	$3.75	**Intensity**	4.9
Cost	$424	**Nausea**	4.94
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	18
Space Required to Build	3 x 5		

TNT Vortex

Description: Passengers stand in a floorless spinning wheel that is attached to a swinging arm.

Design Theme	Western	**Excitement**	3.95
Ideal Ticket Price	$2.45	**Intensity**	4.81
Cost	$874	**Nausea**	5.92
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	32
Space Required to Build	5 x 8		

Top Spin

Description: Passengers are seated in a large gondola that rotates forward, while attached to an arm that swings a full 360 degrees.

Design Theme	Generic	**Excitement**	3.95
Ideal Ticket Price	$2.45	**Intensity**	4.81
Cost	$580	**Nausea**	5.92
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	32
Space Required to Build	4 x 4		

Top Spinner

Description: Passengers are seated on wheel spokes, where the wheel is spun around and then tilted up 25 degrees.

Design Theme	Generic	**Excitement**	3.54
Ideal Ticket Price	$3.36	**Intensity**	4.54
Cost	$844	**Nausea**	5.88
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	24
Space Required to Build	4 x 5		

Twister

Description: Passengers are seated at the end of one of three sets of three arms that are spun and rotated.

Design Theme	Generic	**Excitement**	2.55
Ideal Ticket Price	$2.35	**Intensity**	2.75
Cost	$360	**Nausea**	2.82
Salvage Price	Depreciates over time to 70%	**Max. Passenger Capacity (per car)**	18
Space Required to Build	4 x 4		

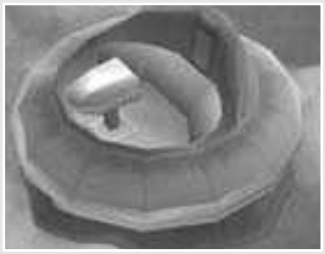
Zipper

Description: Passengers ride in small caged compartments that spin freely while moving along an arm that also spins freely.

Design Theme	Generic
Ideal Ticket Price	$4.30
Cost	$980
Salvage Price	Depreciates over time to 70%
Space Required to Build	2 x 6
Excitement	2.93
Intensity	7.04
Nausea	7.34
Maximum Passenger Capacity (per car)	32

Water Rides

There are no pre-built water rides. Players must use an existing water body or create one and then lay out the course for the water ride by placing boundary markers, much like laying out a flat track. Costs are determined by how long the ride's course is.



Bumper Boats

Description: Passengers ride in an small circular inflatable raft, powered by an engine in the center of the craft.

Ideal Ticket Price	$1.60
Salvage Price	Depreciates over time to 70%
Excitement	2.29
Intensity	0.8
Nausea	0.9
Max. Passenger Capacity (per car)	1

Canoes

Description: Passengers ride in canoes that are propelled using paddles.

Ideal Ticket Price	$1.60
Salvage Price	Depreciates over time to 70%
Excitement	2.22
Intensity	0.8
Nausea	0.9
Max. Passenger Capacity (per car)	2

Jet Ski

Description: Passengers ride atop a jet ski powered by a combustion engine.

Ideal Ticket Price	$1.60	**Intensity**	0.8
Salvage Price	Depreciates over time to 70%	**Nausea**	0.9
Excitement	2.21	**Max. Passenger Capacity (per car)**	1

Mini Subs

Description: Passengers ride under water in a capsule that moves along a track.

Ideal Ticket Price	$1.80	**Intensity**	1.8
Salvage Price	Depreciates over time to 70%	**Nausea**	1.4
Excitement	2.45	**Max. Passenger Capacity (per car)**	2

Rowboats

Description: Passengers ride in small boats that are propelled using oars.

Ideal Ticket Price	$1.59	**Intensity**	0.8
Salvage Price	Depreciates over time to 70%	**Nausea**	0.9
Excitement	2.21	**Max. Passenger Capacity (per car)**	2

Swan Boats

Description: Passengers ride in swan-shaped boats that are propelled by a paddle-wheel.

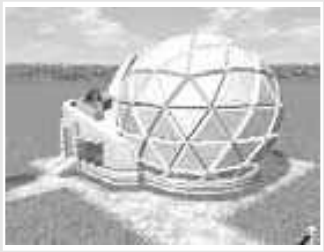
Ideal Ticket Price	$1.59	**Intensity**	0.8
Salvage Price	Depreciates over time to 70%	**Nausea**	0.9
Excitement	2.21	**Max. Passenger Capacity (per car)**	4

Water Tricycles

Description: Passengers ride atop a tricycle that has balloon tires to keep the vehicle afloat and is propelled by peddles that turn the rear wheels.

Ideal Ticket Price	$1.59	**Intensity**	0.8
Salvage Price	Depreciates over time to 70%	**Nausea**	0.9
Excitement	2.21	**Max. Passenger Capacity (per car)**	2

Gentle Rides



3D Cinema

Description: This geodesic theater displays 3D movies.

Design Theme	Generic	**Excitement**	3.5
Ideal Ticket Price	$0.94	**Intensity**	2.4
Cost	$560	**Nausea**	1.4
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	12

Circus

Description: Visitors to this tent see an acrobat, stunts, and amazing animal acts.

Design Theme	Generic	**Excitement**	2.1
Ideal Ticket Price	$0.45	**Intensity**	0.3
Cost	$500	**Nausea**	0.0
Space Required to Build	8 x 6	**Max. Passenger Capacity (per car)**	30

Crazy Golf

Description: Visitors putt golf balls along a custom designed six-hole course.

Design Theme	Generic	**Excitement**	2.34
Ideal Ticket Price	$1.40	**Intensity**	0.9
Cost	Depends on how the player laid out the course	**Nausea**	0.0
		Max. Passenger Capacity (per car)	N/A
Space Required to Build	Variable		

Crooked House

Description: Visitors stroll along passages through mirrored rooms and slanted hallways disorienting them with delight.

Design Theme	Generic	**Excitement**	2.15
Ideal Ticket Price	$0.37	**Intensity**	0.62
Cost	$320	**Nausea**	0.34
Space Required to Build	3 x 3	**Max. Passenger Capacity (per car)**	12

Dodgems

Description: Bumper cars

Design Theme	Generic	**Excitement**	2.7
Ideal Ticket Price	$0.46	**Intensity**	0.8
Cost	$491	**Nausea**	0.35
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	12

Ferris Wheel

Description: Staple of all pleasure fairs. Guests ride in a gondola mounted on a slow turning wheel—an excellent make-out venue.

Design Theme	Generic	**Excitement**	1.07
Ideal Ticket Price	$0.86	**Intensity**	0.73
Cost	$450	**Nausea**	0.78
Space Required to Build	2 x 4	**Max. Passenger Capacity (per car)**	32

Ghost House

Description: Guests ride in small cars that move in an abrupt and unexpected fashion on a track within a dark spooky building.

Design Theme	Spooky	**Excitement**	3.5
Ideal Ticket Price	$0.94	**Intensity**	2.4
Cost	$560	**Nausea**	1.4
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	12

Kara Oki Concert

Description: VIPeep, Kara Oki, performs on a stage to the delight of her fans.

Design Theme	Generic	**Excitement**	2.1
Ideal Ticket Price	$1.12	**Intensity**	0.3
Cost	$940	**Nausea**	1.2
Space Required to Build	6 x 5	**Max. Passenger Capacity (per car)**	40

Laser Battle

Description: Guests are permitted to don a helmet and breastplate and arm themselves in a "red-vs-blue" laser shootout.

Design Theme	Sci-Fi	**Excitement**	1.55
Ideal Ticket Price	$1.37	**Intensity**	1.95
Cost	$550	**Nausea**	0.1
Space Required to Build	4 x 4	**Max.Passenger Capacity (per car)**	12

Mirror Maze

Description: A classic mirror funhouse

Design Theme	Spooky	**Excitement**	2.25
Ideal Ticket Price	$1.38	**Intensity**	0.69
Cost	$596	**Nausea**	0.52
Space Required to Build	3 x 3	**Max. Passenger Capacity (per car)**	10

Planetarium

Description: Visitors experience a beautiful simulation of the solar system and beyond!

Design Theme	Sci-Fi	**Excitement**	2.29
Ideal Ticket Price	$1.20	**Intensity**	0.17
Cost	$540	**Nausea**	0.1
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	12

Space Arcade

Description: This video arcade is filled with all the classics of the Atari Anthology, from *Pong* to *Asteroids*, available in stores for Christmas 2004 for your computer or favorite game console.

Design Theme	Sci-Fi	**Excitement**	2.55
Ideal Ticket Price	$1.34	**Intensity**	0.19
Cost	$456	**Nausea**	0.1
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	12

Space Rings

Description: Guests strap in for gyroscopic jostling on three different axes.

Design Theme	Sci-Fi	**Excitement**	1.65
Ideal Ticket Price	$0.54	**Intensity**	2.10
Cost	$288	**Nausea**	6.5
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	4

Spooky Wheel

Description: This variation on the Ferris wheel is designed with spooky elements resembling a giant spider with a web filled with passenger compartments with shaped like flies.

Design Theme	Spooky	**Excitement**	0.9
Ideal Ticket Price	$0.68	**Intensity**	0.55
Cost	$465	**Nausea**	0.65
Space Required to Build	2 x 4	**Max. Passenger Capacity (per car)**	32

Trampoline

Description: Guests strap in a harness allowing them to bounce on trampolines with reckless disregard.

Design Theme	Generic	**Excitement**	1.55
Ideal Ticket Price	$1.23	**Intensity**	1.82
Cost	$324	**Nausea**	1.44
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	4

Western Wheel

Description: This variation on the Ferris wheel is built to resemble a large wagon wheel with gondolas that resemble horse-drawn buggies.

Design Theme	Western	**Excitement**	0.9
Ideal Ticket Price	$0.68	**Intensity**	0.55
Cost	$462	**Nausea**	0.65
Space Required to Build	3 x 4	**Max. Passenger Capacity (per car)**	20

Wild West Show

Description: A stunt show set in the Wild West where actors play out a skit about Saucy Sal and her clientele.

Design Theme	Western	**Excitement**	4.62
Ideal Ticket Price	$0.99	**Intensity**	0.74
Cost	$484	**Nausea**	0.0
Space Required to Build	5 x 5	**Max. Passenger Capacity (per car)**	24

Zero G Tampoline

Description: Riders strap into a harness supported by flexible support lines and bounce on inflated trampoline-like surfaces. Is this the aerobics of the future?

Design Theme	Sci-Fi	**Excitement**	1.55
Ideal Ticket Price	$1.23	**Intensity**	1.82
Cost	$324	**Nausea**	1.44
Space Required to Build	4 x 4	**Max. Passenger Capacity (per car)**	4

Transport Rides

There are no pre-built transport rides. Players lay out the course for a transport ride much like laying out a track for coasters. The cost of adding a transport ride is determined by the length of the course.

Chairlift

Description: Passengers sit in a ski-lift gondola and are carried above the ground from one station to another. Track is built with stations at each end.

Ideal Ticket Price	$1.35 plus $0.01 for each segment length	**Excitement**	1.87 (length may raise this value)
Cost	~$49 per station segment, ~$33 per track segment	**Intensity**	~0.62
		Nausea	0.52
		Max. Passenger Capacity (per car)	2

Elevator

Description: Passengers stand in an elevator compartment and are transported vertically to a higher elevation.

Ideal Ticket Price	$1.51	**Excitement**	1.55 (height may raise this value)
Cost	~$220 per station segment, ~$28 per segment	**Intensity**	1.95
		Nausea	1.51
		Max. Passenger Capacity (per car)	10

Mini Railway

Description: Passengers ride in a miniature train along rails from station to station. Track must return to first station.

Ideal Ticket Price	$1.80 plus $0.01 per track piece	**Excitement**	2.88 (length may raise this value)
Cost	~$26 per station segment, ~$18 per segment	**Intensity**	0.26
		Nausea	0.02
		Max. Passenger Capacity (per car)	10

Monorail

Description: Passengers ride in a futuristic train along a monorail track from station to station. Track must return to first station.

Ideal Ticket Price	$1.85 plus $0.01 per track piece	**Excitement**	2.60 (length may raise this value)
Cost	~$32 per station segment, ~$21 per segment	**Intensity**	1.05
		Nausea	0.05
		Max. Passenger Capacity (per car)	3

Suspended Monorail

Description: Passengers ride in a futuristic tram hanging beneath a monorail track from station to station. Track must return to first station.

Ideal Ticket Price	$1.70 plus $0.01 per track piece	**Excitement**	2.53 (length may raise this value)
Cost	~$49 per station segment, ~$33 per segment	**Intensity**	0.37
		Nausea	0.1
		Max. Passenger Capacity (per car)	12

Tram

Description: Passengers ride in a tram on a simple track from station to station. Track must return to first station.

Ideal Ticket Price	$2 plus $0.01 per track piece	**Excitement**	3.01 (length may raise this value)
Cost	~$26 per station segment, ~$18 per segment	**Intensity**	0.36
		Nausea	0.03
		Max. Passenger Capacity (per car)	10

Other Rides and Attractions

The other rides are for creating your own show ride, where riders are transported through an area where you have placed scenery, animatronics, and ride events. With the exception of the observation towers, the rides listed here must be built so the track returns to the first station. There are no pre-built transport rides. Players lay out the course for a ride much like laying out a track for coasters. The cost of adding a ride is determined by the length of the course.

Car

Description: Passengers ride in a car that moves along a simple roadway.

Ideal Ticket Price	$1.75 plus $0.01 per track piece	**Excitement**	2.84 (length may raise this value)
Cost	~$29 per station segment, ~$13 per segment	**Intensity**	~0.74
		Nausea	~0.03
Car Designs	3: Stock car, formula-one, pick-up	**Max. Passenger Capacity (per car)**	2

Cheshire Cat

Description: Passengers ride in a cat-shaped vehicle that moves along a simple roadway.

Ideal Ticket Price	$1.75 plus $0.01 per track piece	**Excitement**	2.5 (length may raise this value)
Cost	~$29 per station segment, ~$13 per segment	**Intensity**	~0.75
		Nausea	~0.03
		Max. Passenger Capacity (per car)	2
Car Designs	2: real cat, funny cat		

Double Deck Observation Tower

Description: Passengers ride in a massive rotating double-decked compartment that is propelled upward to the top of the tower giving a spectacular view.

Ideal Ticket Price	$1.51	**Excitement**	1.55
Cost	~$228 per station segment, ~$19 per segment	**Intensity**	1.95
		Nausea	1.51
Car Designs	1	**Max. Passenger Capacity (per car)**	32

Ghost Train

Description: Passengers ride in giant hand-shaped vehicle that moves along standard ramps.

Ideal Ticket Price	$1.60 plus $0.01 per track piece
Cost	~$20 per station segment, ~$13 per segment
Car Designs	1

Excitement	~2.38
Intensity	0.2
Nausea	0.4
Max. Passenger Capacity (per car)	2

Go-Karts

Description: Passengers ride in carts powered by a combustion engine along a tire-lined roadway.

Ideal Ticket Price	$2.25 plus $0.01 per track piece
Cost	~$47 per station segment, ~$30 per segment
Car Designs	1

Excitement	~1.67
Intensity	1.73
Nausea	0.4
Max. Passenger Capacity (per car)	1

Haunted Hotel

Description: Passengers ride in a small gondola along a track pulled by a subterranean cable.

Ideal Ticket Price	$1.55 plus $0.01 per track piece
Cost	~$20 per station segment, ~$13 per segment
Car Designs	1

Excitement	~2.31
Intensity	0.2
Nausea	~0.04
Max. Passenger Capacity (per car)	2

Mini Helicopters

Description: Passengers ride in mini-copters propelled by the passengers' peddling.

Ideal Ticket Price	$1.40 plus $0.01 per track piece
Cost	~$19 per station segment, ~$13 per segment
Car Designs	1

Excitement	~2.01
Intensity	0.64
Nausea	~0.04
Max. Passenger Capacity (per car)	2

Monster Trucks

Description: Passengers ride in oversized pick-ups along steep inclines and harrowing roadways.

Ideal Ticket Price	$1.70 plus $0.01 per track piece
Cost	~$19 per station segment, ~$13 per segment
Car Designs	1

Excitement	~2.46
Intensity	0.74
Nausea	~0.03
Max. Passenger Capacity (per car)	2

Motorbike Racers

Description: Passengers ride on a motorcycle speeding along a single rail. Players must use a lift chain to propel the ride.

Ideal Ticket Price	$0.10 plus $0.01 per track piece
Cost	~$43 per station segment, ~$32 per segment
Car Designs	1

Excitement	~0.25
Intensity	~0.64
Nausea	~0.65
Max. Passenger Capacity (per car)	1

Observation Tower

Description: Passengers ride in a massive rotating compartment that is propelled upward to the top of the tower giving a spectacular view.

Ideal Ticket Price	$1.51	**Excitement**	~1.55
Cost	~$143 per station segment, ~$19 per segment	**Intensity**	~1.95
		Nausea	~1.51
Car Designs	1	**Max. Passenger Capacity (per car)**	20

Soapbox Derby

Description: Passengers ride in downhill racers on a single rail. Players must use a lift chain to propel the ride

Ideal Ticket Price	$0.15	**Excitement**	~0.21
Cost	~$43 per station segment, ~$29 per segment	**Intensity**	~0.15
		Nausea	~0.11
Car Designs	1	**Max. Passenger Capacity (per car)**	2

Squeaky Motorcycles

Description: Passengers ride on a motorcycle speeding along a single rail. Players must use a lift chain to propel the ride.

Ideal Ticket Price	$0.65 plus $0.01 per track piece	**Excitement**	~1.25
Cost	~$15 per station segment, ~$10 per segment	**Intensity**	~0.2
		Nausea	0.0
Car Designs	1	**Max. Passenger Capacity (per car)**	1

Steeple Chase

Description: Passengers ride on a horse moving along a single rail. Players must use a lift chain to propel the ride.

Ideal Ticket Price	$0.70 plus $0.01 per track piece
Cost	~$43 per station segment, ~$29 per segment
Car Designs	2

Excitement	~0.88
Intensity	~0.91
Nausea	0.61
Max. Passenger Capacity (per car)	1

Vintage Cars

Description: Passengers ride in Model T cars along a standard roadway.

Ideal Ticket Price	$1.55 plus $0.01 per track piece
Cost	~$19 per station segment, ~$13 per segment
Car Designs	1

Excitement	~2.27
Intensity	~0.5
Nausea	0.0
Max. Passenger Capacity (per car)	2

Shops

note

Shops listed in this section are in the same order as they are listed in the game.

Food and Drinks Shops

Bison Burgers

Theme: Western
Cost to Build: $300
Size of Shop: 1 x 1
Inventory: Standard burger (optional toppings: pickles, cheese, and ketchup)

Burgers

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Standard burger (optional toppings: pickles, cheese, and ketchup)

Chicken

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: 2 Chicken pieces (optional toppings: chilies and dips)

Cookies

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Small bag of cookies (optional toppings: chocolate chips, coconut shavings, and toffee pieces)

Cotton Candy

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Cotton candy on a stick (optional toppings: red coloring)

Hot Dogs

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Hot Dogs (optional toppings: cheese, ketchup, and onions)

Ice Cream

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Vanilla single scoop (optional toppings: chocolate stick, strawberry sauce, and chocolate sauce)

Moorish Kebabs

Theme: Adventure
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Kebabs (optional toppings: chili sauce and cheese)

Pizzeria

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Veggie pizza slice (optional toppings: pineapple chunks, olives, and hot chilies)

Pretzels

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Small bag of pretzels (optional toppings: mustard, parmesan cheese, and raisin glaze)

Pumpkin Pies

Theme: Spooky
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory : Small slice of pie (optional toppings: cream, maple syrup, and ginger)

Sandwiches

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Cheese sub (optional toppings: lettuce, tomato, and cheese)

Steakhouse

Theme: Western
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Steak in a bun (optional toppings: cheese and ketchup)

Toffee Apples

Theme: Generic
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Toffee apples (optional toppings: candy sprinkles and crushed nuts)

Turkish Delights

Theme: Adventure
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Small box of Turkish delights (optional toppings: crushed nuts and coconut shavings)

Coconut Drinks

Theme: Adventure
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Coconut drink (optional toppings: ice and cream)

Coffee

Theme: Generic
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Standard coffee (optional toppings: sugar, cream, and whipped cream)

Crocktails Tropical Drinks

Theme: Adventure
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Banana smoothie (optional toppings: ice and fruit pieces)

Drinks

Theme: Generic
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Can of soda (optional toppings: ice and lemon slices)

Hot Cocoa

Theme: Generic
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Hot chocolate (optional toppings: whipped cream, chocolate pieces, and marshmallow pieces)

Lemonade

Theme: Generic
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Lemonade (optional toppings: ice and cream)

Rocket Boost Cantina

Theme: Sci-Fi
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Rocket fuel (optional toppings: ice and lemon slices)

Root Beer

Theme: Western
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Blueberry juice (optional toppings: lemon slices)

Space Shakes

Theme: Sci-Fi
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Vanilla shake (optional toppings: ice cream)

Spooky Shakes

Theme: Spooky
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Cherry shakes (optional toppings: ice cream)

Souvenir Shops

Accessories
Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Inflatable hammers

Balloons
Theme: Generic
Cost to Build: $250
Size of Shop: 1 x 1
Starting Inventory: Balloons (color may be set by player)

Beanie Hats
Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Beanie hats

Crocodile Balloons
Theme: Adventure
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Crocodile balloons

Cutlasses (swords)
Theme: Adventure
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Toy cutlasses

Indian Feathers
Theme: Western
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Indian feathers

Novelty T-Shirts
Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: T-shirts

Parrot Balloons
Theme: Adventure
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Parrot balloons

Pirate Hats
Theme: Adventure
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Pirate hats

Raccoon Hats
Theme: Western
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Raccoon hats

Sheriff Balloons

Theme: Western
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Badge-shaped balloons

Souvenirs

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting inventory: Postcards

Space Hats

Theme: Sci-Fi
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Space bobbers

Spooky Hats

Theme: Spooky
Cost to Build: $300
Size of Shop: 1 x 1
Starting inventory: Spooky top hats

Spooky Jokes

Theme: Spooky
Cost to Build: $300
Size of Shop: 1 x 1
Starting Inventory: Whoopee-cushions

Stripy T-Shirts

Theme: Generic
Cost to Build: $300
Size of Shop: 1 x 1
Starting inventory: Striped T-shirts

UFO Balloons

Theme: Sci-Fi
Cost to Build: $300
Size of Shop: 1 x 1
Starting inventory: Flying saucer balloons

Western Hats

Theme: Western
Cost to Build: $300
Size of Shop: 1 x 1
Starting inventory: Cowboy hats, Indian feathers, raccoon hats

Witches' Hats

Theme: Spooky
Cost to Build: $300
Size of Shop: 1 x 1
Starting inventory: Witches' hats

Facilities

ATM Cash Machine

Theme: Generic
Cost to Build: $200
Guests Can Be Charged?: No
Size of Shop: 1 x 1

First Aid Station

Theme: Generic
Cost to Build: $200
Guests Can Be Charged?: No
Size of Shop: 1 x 1

Information

Theme: Generic
Cost to Build: $200
Guests Can Be Charged?: Yes
Size of Shop: 1 x 1
Starting inventory: Umbrellas, kids umbrellas, maps

Toilets

Theme: Generic
Cost to Build: $200
Guests Can Be Charged?: Yes
Size of Shop: 1 x 1

Umbrellas

Theme: Generic
Cost to Build: $200
Guests Can Be Charged?: Yes
Size of Shop: 1 x 1
Starting inventory: Umbrellas, kids umbrellas, maps

Additional information has been added below in parentheses where needed for clarity.

Shop Inventories

object	player's cost	default price	ideal price	ideal price in hot climate	ideal price in cold climate
bag of sweets	$0.40	$0.70	$1.60	$1.60	$1.60
bag of sweets, medium	$0.80	$1.40	$2.40	$2.40	$2.40
bag of sweets, large	$1.20	$2.10	$3.60	$3.60	$3.60
bag of sweets, xlarge	$1.60	$2.80	$4.80	$4.80	$4.80
balloon	$0.30	$0.90	$1.20	$1.20	$1.20
beanie hat	$0.90	$1.50	$1.20	$0.90	$1.40
blueberry juice	$0.40	$1.10	$1.40	$1.50	$1.30
burdock	$0.50	$1.30	$1.30	$1.40	$1.20
burger (small)	$0.50	$1.50	$2.00	$2.40	$1.70
burger, medium	$0.75	$2.50	$2.50	$2.00	$3.00
burger, large	$1.00	$3.50	$3.00	$2.90	$3.50
burger, xlarge	$1.50	$4.50	$5.00	$4.70	$5.50
candy floss	$0.20	$0.80	$0.60	$0.50	$0.60
candy floss, bag	$0.20	$0.80	$0.60	$0.50	$0.60
candy floss, large (stick)	$0.40	$1.60	$1.20	$1.00	$1.20
candy floss, large bag	$0.40	$1.60	$1.20	$1.00	$1.20
cheese pizza	$0.80	$1.80	$3.20	$3.20	$3.20
cheese sub	$0.70	$1.50	$1.80	$1.70	$2.00
cherry shake	$0.40	$1.20	$1.60	$1.80	$1.20
chicken	$0.50	$1.50	$2.00	$1.90	$2.10
chicken sub	$1.20	$2.20	$3.60	$3.50	$3.70
chicken, medium	$1.00	$2.50	$3.00	$2.90	$3.10
chicken, large	$2.00	$3.50	$4.00	$3.90	$4.10
chicken, xlarge	$3.00	$4.50	$5.00	$4.90	$5.10
chocolate chip cookie (small)	$0.40	$0.70	$1.60	$1.60	$1.60
chocolate chip cookie, medium	$0.80	$1.40	$2.40	$2.40	$2.40
chocolate chip cookie, large	$1.20	$2.10	$3.60	$3.60	$3.60
chocolate chip cookie, xlarge	$1.60	$2.80	$4.80	$4.80	$4.80
coconut	$0.60	$1.40	$2.40	$2.60	$2.20
coconut & pineapple shake	$0.70	$1.80	$2.20	$2.40	$1.80
coconut shake	$0.50	$1.40	$1.80	$2.00	$1.40

object	player's cost	default price	ideal price	ideal price in hot climate	ideal price in cold climate
coffee, espresso	$0.90	$1.50	$3.60	$3.40	$3.80
coffee, mocha	$1.20	$2.00	$4.80	$4.60	$5.00
coffee, regular	$0.30	$1.00	$1.40	$1.20	$1.40
coffee, roast	$0.60	$2.50	$2.40	$2.40	$2.60
cola	$0.30	$1.20	$1.20	$1.30	$1.10
constellation crush	$0.60	$1.60	$2.40	$2.60	$2.20
cowboy hat	$1.20	$1.80	$4.80	$4.90	$4.90
crocodile balloon	$0.40	$1.00	$1.60	$1.60	$1.60
foam hand	$0.50	$1.10	$2.00	$2.00	$2.00
fruit juice	$0.30	$1.20	$1.40	$1.60	$1.20
gator bannana juice	$0.60	$1.50	$1.60	$1.80	$1.40
gator cherry juice	$0.90	$1.70	$1.80	$2.00	$1.60
gator green juice	$0.30	$1.30	$1.40	$1.60	$1.20
gator strawberry juice	$1.20	$1.90	$2.00	$2.20	$1.80
gingerbeer	$0.30	$1.40	$1.40	$1.50	$1.30
ham sub	$0.90	$1.80	$2.70	$2.60	$2.80
hot chocolate	$0.40	$1.30	$1.60	$1.40	$1.80
hot chocolate, medium	$0.60	$1.50	$1.80	$1.60	$2.00
hot chocolate, large	$0.80	$1.70	$2.00	$1.80	$2.20
hot chocolate, xlarge	$1.00	$1.90	$2.20	$2.00	$2.40
hot dog (small)	$0.50	$1.00	$2.00	$1.80	$2.20
hot dog, large	$0.60	$1.10	$2.20	$2.00	$2.40
hot dog, xlarge	$0.70	$1.20	$2.40	$2.20	$2.60
hot dog, xxlarge	$0.80	$1.30	$2.60	$2.40	$2.80
ice cream	$0.40	$0.90	$1.60	$1.80	$1.20
ice cream choc syrup double scoop	$0.90	$1.80	$2.60	$3.20	$2.20
ice cream double scoop	$0.80	$0.90	$2.40	$3.00	$2.00
ice cream, chocolate syrup	$0.50	$1.80	$1.70	$1.90	$1.30
indian headdress	$1.00	$1.60	$4.00	$4.00	$4.00
inflatable hammer	$0.70	$1.30	$2.80	$2.80	$2.80
kebab (small)	$0.50	$2.00	$2.50	$2.40	$2.60
kebab, medium	$1.50	$2.50	$3.00	$2.90	$3.10
kebab, large	$2.00	$3.00	$3.50	$3.40	$3.60
kebab, xlarge	$2.50	$3.50	$4.00	$3.90	$4.10
kids umbrella	$1.50	$2.00	$2.00	$1.80	$4.00
lemonade (small)	$0.40	$1.20	$1.60	$1.40	$1.80
lemonade, medium	$0.60	$1.60	$2.40	$2.80	$2.20

object	player's cost	default price	ideal price	ideal price in hot climate	ideal price in cold climate
lemonade, large	$0.80	$2.00	$3.20	$3.50	$3.10
lemonade, xlarge	$1.00	$2.40	$4.00	$4.30	$3.80
map	$0.10	$0.60	$2.40	$2.40	$2.40
meat pizza	$1.00	$2.20	$4.00	$4.00	$4.00
meteorite splash	$0.55	$1.55	$2.20	$2.30	$2.10
nebular nectar	$0.50	$1.50	$2.00	$2.10	$1.90
parrot balloon	$0.80	$1.50	$1.60	$1.60	$1.60
pepperoni pizza	$1.20	$2.00	$4.80	$4.80	$4.80
pepperoni sub	$1.00	$2.50	$3.00	$3.20	$2.70
pineapple shake	$0.60	$1.60	$2.00	$2.20	$1.60
pirate hat	$1.10	$1.80	$6.10	$6.30	$6.20
postcard	$0.20	$0.80	$0.80	$0.80	$0.80
pretzel, small	$0.50	$1.00	$1.50	$1.50	$1.50
pretzel, medium	$1.00	$1.50	$2.00	$2.00	$2.00
pretzel, large	$1.50	$2.00	$2.50	$2.50	$2.50
pretzel, xlarge	$2.00	$2.50	$3.00	$3.00	$3.00
pumpkin pie (small)	$0.60	$1.20	$1.80	$1.70	$2.00
pumpkin pie, medium	$0.90	$1.50	$2.70	$2.60	$2.80
pumpkin pie, large	$1.20	$1.80	$3.60	$3.60	$3.80
pumpkin pie, xlarge	$1.50	$2.10	$4.50	$4.40	$4.70
racoon hat	$1.10	$1.70	$4.40	$4.20	$4.60
raspberry shake	$0.50	$1.40	$1.80	$2.00	$1.40
rocket fuel	$0.45	$1.45	$1.80	$2.00	$1.60
root beer	$0.40	$1.20	$1.20	$1.30	$1.10
sherrif balloon	$0.40	$1.50	$1.60	$1.60	$1.60
space bobber	$0.60	$1.20	$2.40	$2.40	$2.40
space juice	$0.40	$1.40	$1.60	$1.80	$1.20
spookie hat	$1.10	$1.80	$4.40	$4.40	$4.40
steak	$0.70	$1.70	$2.20	$2.00	$2.60
strawberry shake	$0.60	$1.60	$2.00	$2.20	$2.60
stripy t-shirt	$1.20	$2.00	$1.20	$1.20	$1.20
toffee apple	$0.50	$0.70	$2.00	$2.00	$2.00
toffee apple, dual	$0.70	$0.90	$2.80	$2.80	$2.80
toffee apple, triple	$0.90	$1.10	$3.60	$3.60	$3.60

object	player's cost	default price	ideal price	ideal price in hot climate	ideal price in cold climate
toy cutlass	$0.50	$1.30	$2.00	$2.00	$2.00
t-shirt	$1.20	$2.00	$1.20	$1.20	$1.20
turkish delight (small)	$0.40	$0.70	$1.60	$1.60	$1.60
turkish delight, medium	$0.80	$1.40	$3.20	$3.20	$3.20
turkish delight, large	$1.20	$2.10	$4.80	$4.80	$4.80
turkish delight, xlarge	$1.60	$2.80	$6.40	$6.40	$6.40
ufo balloon	$0.40	$0.70	$1.60	$1.60	$1.60
umbrella	$2.00	$2.50	$2.50	$2.30	$4.50
vanilla shake	$0.40	$1.20	$1.60	$1.80	$1.20
veggie pizza	$0.60	$1.60	$2.40	$2.40	$2.40
water, still	$0.40	$1.20	$1.60	$1.80	$1.40
witches' hat	$1.00	$1.60	$4.00	$4.10	$4.20
woopie cushion	$0.60	$1.20	$2.40	$2.40	$2.40

Scenery

note

Scenery is listed here and grouped in the same manner as is presented in the game, by theme and by type.

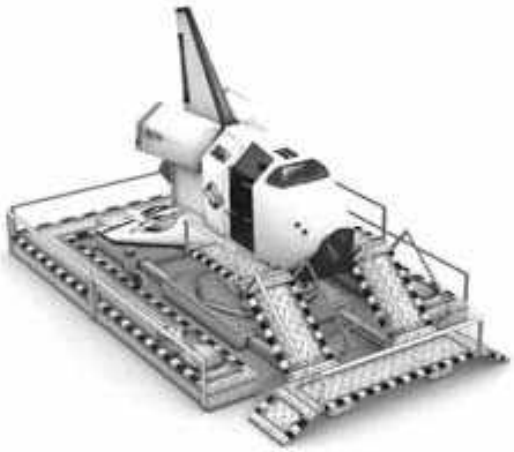
Foliage

Generic Trees

Name	Price	Salvage Amt	Size
Large Douglas Fir	$15	$15	1 x 1
Large Hazel	$15	$15	1 x 1
Large Holly	$15	$15	1 x 1
Large Oak	$15	$15	1 x 1
Large Sugar Pine	$15	$15	1 x 1
Medium Holly Tree	$15	$15	1 x 1
Medium Apple Tree	$15	$15	1 x 1
Medium Oak Tree	$15	$15	1 x 1

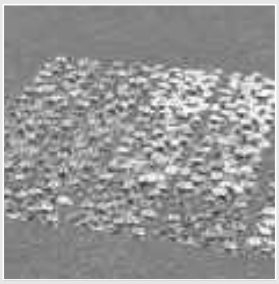
Generic Trees (cont.)

Name	Price	Salvage Amt	Size
Medium Sugar Pine	$15	$15	1 x 1
Medium Yellow Tree	$15	$15	1 x 1
Small Apple Tree	$15	$15	1 x 1
Small Ash Tree	$15	$15	1 x 1
Small Broad Lime Tree	$15	$15	1 x 1
Small Douglas Fir	$15	$15	1 x 1
Small Holly Tree	$15	$15	1 x 1
Small Linden Tree	$15	$15	1 x 1
Small Oak Tree	$15	$15	1 x 1
Small Sugar Pine Tree	$15	$15	1 x 1
Small Yellow Tree	$15	$15	1 x 1
Small Ash Tree	$15	$15	1 x 1
Small Broad Lime Tree	$15	$15	1 x 1
Small Douglas Fir	$15	$15	1 x 1
Small Holly Tree	$15	$15	1 x 1
Small Linden Tree	$15	$15	1 x 1
Small Oak Tree	$15	$15	1 x 1
Small Sugar Pine Tree	$15	$15	1 x 1
Small Yellow Tree	$15	$15	1 x 1



Generic Shrubs

Name	Price	Salvage Amt	Size
Club Topiary	$7	$5	Quarter-tile
Cone Topiary	$7	$5	Quarter-tile
Diamond Topiary	$7	$5	Quarter-tile
Duck Topiary	$9	$5	Quarter-tile
Heart Topiary	$7	$5	Quarter-tile
Short Cube Topiary	$10	$7	Quarter-tile
Short Cylindrical Topiary	$10	$7	Quarter-tile
Small Green Bush	$6	$6	1 x 1
Small Hedge	$4	$4	Tile-edge
Small Yellow Bush	$6	$6	1 x 1
Spade Topiary	$7	$5	Quarter-tile
Squirrel Topiary	$8	$5	Quarter-tile
Tall Cube Topiary	$11	$7	Quarter-tile
Tall Cylindrical Topiary	$11	$7	Quarter-tile
Tall Red Bush	$6	$6	1 x 1
Tall Yellow Bush	$6	$6	1 x 1



Generic Flowers

Name	Price	Salvage Amt	Size
Large Flower Bed	$4	$0	1 x 1
Small Flower Bed	$2	$0	Quarter-tile

Western Trees

Name	Price	Salvage Amt	Size
Large Cereus Cactus	$9	$8	1 x 1
Large Organ Pipe Cactus	$9	$8	1 x 1
Large Saguaro Cactus	$9	$8	1 x 1
Medium Cereus Cactus	$9	$8	1 x 1
Medium Dead Western Tree	$11	$11	1 x 1
Medium Organ Pipe Cactus	$9	$8	1 x 1
Medium Saguaro Cactus	$9	$8	1 x 1
Small Dead Western Tree	$11	$11	1 x 1

Western Shrubs

Name	Price	Salvage Amt	Size
Scrub Brush	$6	$6	Quarter-tile
Tumbleweed	$6	$6	Quarter-tile
Western Scrub Hedgerow	$5	$0	Tile-edge
Wheat Grass	$6	$6	Quarter-tile

Spooky Trees

Name	Price	Salvage Amt	Size
Angry Nightmare Elm	$15	$15	1 x 1
Ghostly Birch	$15	$15	1 x 1
Haunted Nightmare Elm	$15	$15	1 x 1
Large Elm	$15	$15	1 x 1
Large Nightmare Elm	$15	$15	1 x 1
Nightmare Ash	$15	$15	1 x 1
Nightmare Elm	$15	$15	1 x 1

Spooky Shrubs

Name	Price	Salvage Amt	Size
Bat Topiary	$6	$5	1 x 1
Large Gnarly Bush	$6	$5	1 x 1
Medium Gnarly Bush	$5	$5	1 x 1
Small Fallen Tree	$5	$5	1 x 1
Small Gnarly Bush	$5	$5	1 x 1
Small Spooky Hedgerow	$5	$0	Tile-edge
Thorn-bush with Bat's Nest	$5	$5	Quarter-tile
Thorn-bush with Skulls	$5	$5	Quarter-tile
Thorn-bush with Spiders	$5	$5	Quarter-tile
Thorn-bush with Spooks	$5	$5	Quarter-tile
Zombie Topiary	$6	$5	Quarter-tile

Sci-Fi Trees

Name	Price	Salvage Amt	Size
Humming Pigeon Catcher	$50	$45	1 x 1
Hydroponics Bride of Zeus	$50	$45	1 x 1
Hydroponics Clown Fern	$50	$45	1 x 1
Hydroponics Gut-fruit	$50	$45	1 x 1
Hydroponics Orion's Tuba	$50	$45	1 x 1
Large Pandora Plant	$50	$45	1 x 1
Philosophy Tree	$50	$45	1 x 1
Winged Rapture	$50	$45	1 x 1

Sci-Fi Shrubs

Name	Price	Salvage Amt	Size
Carnivorous Lily	$25	$23	1 x 1
Hydroponics Bird of Hades	$25	$23	Quarter-tile
Hydroponics Chrome Vine	$25	$23	Quarter-tile
Hydroponics Kissing Plant	$25	$23	Quarter-tile
Hydroponics Silicon Yucca	$25	$23	Quarter-tile
Martian Tiger Lotus	$25	$23	1 x 1
Neptune Spoor Pod	$25	$23	1 x 1
Venusian Spoor Pod	$25	$23	1 x 1

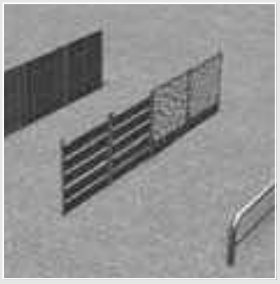
Adventure Trees

Name	Price	Salvage Amt	Size
Christmas Palm	$20	$15	1 x 1
Coconut Palm	$20	$15	1 x 1
Dwarf Palm	$20	$15	1 x 1
King Palm	$20	$15	1 x 1
Mangrove	$20	$15	1 x 1
Queen Palm	$20	$15	1 x 1
Small Fern	$20	$15	1 x 1
Tall Coconut Palm	$20	$15	1 x 1
Washy Palm	$20	$5	1 x 1

Adventure Shrubs

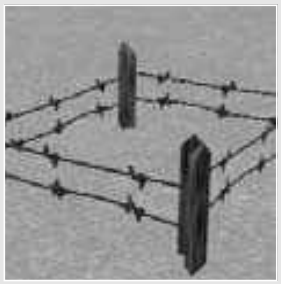
Name	Price	Salvage Amt	Size
Bush Fern	$5	$4	Quarter-tile
Compact Fern	$5	$4	Quarter-tile
Kentia Palm	$5	$4	Quarter-tile
Low Hedgerow	$4	$0	Tile-edge
Parlor Palm	$5	$4	Quarter-tile
Short Palm	$5	$4	Quarter-tile
Weeping Fig	$5	$4	Quarter-tile

Fences



Generic Fences

Name	Price	Salvage Amt
Chain Link Fence	$5	$0
Interleaved Block Wall	$5	$0
Pinewood Fence	$5	$0
Quick Fence	$5	$0
Redwood Fence	$5	$0
Scaffolding Fence	$5	$0



Western Fences

Name	Price	Salvage Amt
Chain-Link Fence	$5	$0

Spooky Fences

Name	Price	Salvage Amt
Old Iron Fence	$4	$0
Spider Design Fence	$5	$0

Sci-Fi Fences

Name	Price	Salvage Amt
Laser	$5	$0
Titanium Barrier (straight)	$5	$0

Adventure Fences

Name	Price	Salvage Amt
Pirate Hideout Fence	$5	$0
Rickety Fence	$5	$0
Sultan's Palace Fence	$5	$0

Walls, Roofs, and Buildings

tip

Edit your buildings in the Building Designer (found on the game's main menu). Every time you add a wall piece it costs money and in many cases, removing a wall piece will not replace the money. This feature discourages players who may try to use wholesale demolition to raise cash fast, but it can make creating your own buildings costly!

Generic Brick Walls

Name	Price	Salvage Amt	Size
1/3 Height Brick Roof	$20	$15	1 x 1
1/3 Height Brick Wall	$4	$0	Tile-edge
1/3 Height Brick Wall Base	$4	$0	Tile-edge
2/3 Height Brick Wall	$4	$0	Tile-edge
2/3 Height Brick Wall Base	$4	$0	Tile-edge
Block Roof with Chimney	$25	$20	1 x 1
Brick Base Wall Corner	$16	$0	Tile-corner
Brick Base Wall with Door	$16	$0	Tile-corner
Brick Base Wall with Window	$16	$0	Tile-corner
Brick Wall Corner	$12	$0	Tile-corner

note

Additional information has been added below in parentheses where needed for clarity .

Generic Brick Walls (cont.)

Name	Price	Salvage Amt	Size
Brick Wall Diagonal	$16	$0	1 x 1
Brick Wall with Door	$16	$0	Tile-edge
Brick Wall with Windows	$16	$0	Tile-edge
Full Height Block Roof	$20	$15	1 x 1
Full Height Brick Wall	$12	$0	Tile-edge
Small Block Roof	$20	$15	1 x 1

Generic Colored Walls

Name	Price	Salvage Amt	Size
1/2 Block Roof	$20	$15	1 x 1
1/2 Block Roof with Chimney	$20	$15	1 x 1
1/2 Slate Roof with Chimney	$20	$15	1 x 1
1/3 Height Block Wall	$4	$0	Tile-edge
1/3 Height Slate Wall	$4	$0	Tile-edge
1/4 Round Block Cone Roof	$20	$15	1 x 1
1/4 Round Slate Cone Roof	$20	$15	1 x 1
1/4 Round Slate Wall	$16	$0	1 x 1
2/3 Height Block Wall	$8	$0	Tile-edge
2/3 Height Slate Wall	$8	$0	Tile-edge
Aged Block Arch	$15	$10	1 x 1
Block Roof Corner	$15	$10	1 x 1
Block Roof Spire	$20	$15	1 x 1
Block Wall with Arch	$20	$15	1 x 1
Block Wall with Arched Door	$12	$0	1 x 1
Block Wall with Arched Window	$12	$0	1 x 1
Block Wall with Regular Door	$12	$0	1 x 1
Block Wall with Round Window	$14	$0	1 x 1
Block Wall with Square Window	$14	$0	1 x 1
Curved Block Wall Corner 1	$16	$0	1 x 1
Curved Block Wall Corner 2 (Roof Piece)	$12	$0	1 x 1
Curved Slate Wall Corner (Roof Piece)	$12	$0	1 x 1
Draped Cloth Rooftop	$15	$10	1 x 1

Generic Colored Walls (cont.)

Name	Price	Salvage Amt	Size
Full Height Slate Wall	$12	$0	Tile-edge
Inverted Block Roof Corner	$20	$15	1 x 1
Inverted Slate Roof Corner	$20	$15	1 x 1
Scaffolding	$8	$0	Tile-edge
Slate Half Roof	$15	$10	1 x 1
Slate Roof Corner	$15	$10	1 x 1
Slate Roof Spire	$15	$0	1 x 1
Slate Wall with 2 Small Windows	$8	$0	Tile-edge
Slate Wall with Block Arch	$12	$0	Tile-edge
Slate Wall with Large Window	$12	$0	Tile-edge
Slate Wall with Patio Door	$14	$0	Tile-edge
Slate Wall with Regular Door	$12	$0	Tile-edge
Slate Wall with Window	$8	$0	Tile-edge
Small Block Rooftop	$15	$10	1 x 1
Small Slate Rooftop	$15	$10	1 x 1
Thick Block slab	$10	$10	1 x 1
Thick Slate slab	$10	$10	1 x 1
Wall Girder	$12	$0	Tile-edge

Generic Glass Walls

Name	Price	Salvage Amt	Size
1/3 Height Glass Wall	$7	$0	Tile-edge
2/3 Height Glass Wall	$9	$0	Tile-edge
Full Height Glass Wall	$12	$0	Tile-edge
Glass Roof	$20	$15	1 x 1

Generic Ironwork and Stone Walls

Name	Price	Salvage Amt	Size
Estate Fence Corner	$5	$0	Tile-corner
Wall Set	$5	$0	Tile-edge

Western Corral Ranch Walls

Name	Price	Salvage Amt	Size
1/2 Roof	$20	$15	1 x 1
1/2 Roof Corner	$20	$15	1 x 1
Barbed-Wire Fence Corner	$6	$0	Tile-corner
Barbed-Wire Fence End Left	$4	$0	Tile-edge
Barbed-Wire Fence End Right	$4	$0	Tile-edge
Double-Height Wall with Barn Winch	$12	$8	Tile-edge
Double-Height Wall with Left Barn Door	$8	$0	Tile-edge
Double-Height Wall with Right Barn Door	$8	$0	Tile-edge
Fence Gate with Cross-Member	$5	$0	Tile-edge

Western Corral Ranch Walls (cont.)

Name	Price	Salvage Amt	Size
Fence Gate with Mid-Bends	$5	$0	Tile-edge
Fence Gate with Slight-Bends	$5	$0	Tile-edge
Full Roof with Barn-Loft	$8	$0	2 x 1
Inverted 1/2 Roof Corner	$20	$15	1 x 1
Inverted Tall 1/2 Roof Corner	$25	$20	1 x 1
Left Fence End	$4	$0	Tile-edge
Right Fence End	$4	$0	Tile-edge
Shallow Inverted Roof Corner	$20	$15	1 x 1
Shallow Roof	$15	$10	1 x 1
Shallow Roof Corner	$15	$10	1 x 1
Stone Wall	$10	$0	Tile-edge
Stone Wall Left End	$4	$0	Tile-edge
Stone Wall Right End	$4	$0	Tile-edge
Tall 1/2 Roof	$25	$20	1 x 1
Tall 1/2 Roof Corner	$25	$20	1 x 1
Wall with Barn Doors	$8	$0	Tile-edge
Wall with Rope	$8	$0	Tile-edge
Wall with Ropes	$8	$0	Tile-edge
Weathered Stone Wall	$10	$0	Tile-edge
Worn Stone Wall	$10	$0	Tile-edge

Western Town Walls

Name	Price	Salvage Amt	Size
1/2 Roof	$20	$15	1 x 1
1/3 Height Wall	$8	$0	Tile-edge
Bank Sign (2/3 Height Wall)	$6	$0	Tile-edge

Western Town Walls (cont.)

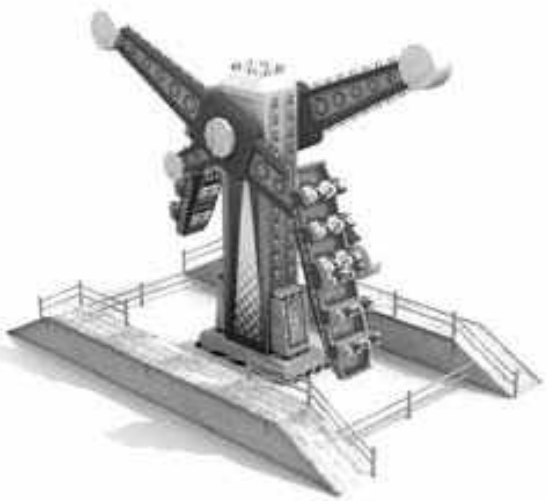
Name	Price	Salvage Amt	Size
Fence (1/2 Height Wall)	$4	$0	Tile-edge
Fence Corner	$5	$0	Tile-corner
Flat Roof	$10	$5	1 x 1
Full Height Wall	$8	$0	Tile-edge
Hotel Sign (2/3 Height Wall)	$6	$0	Tile-edge
Inverted Porch Roof Corner	$15	$10	1 x 1
Inverted Roof Corner	$15	$10	1 x 1
Porch Pillars	$10	$0	Tile-edge
Porch Pillars Corner	$15	$0	Tile-corner
Porch Roof Corner	$15	$10	1 x 1
Porch Walkway	$15	$0	1 x 1
Porch Walkway with Steps	$10	$0	1 x 1
Roof Corner	$15	$10	1 x 1
Roof with Stove Pipe	$25	$20	1 x 1
Sheriff Sign (2/3 Height Wall)	$6	$0	Tile-edge
Small Window (Wall with)	$8	$0	Tile-edge
Staircase	$12	$0	1 x 1
Wall Base with Chimney	$16	$0	Tile-edge
Wall Corner	$10	$0	Tile-corner
Wall Corner Top with Roof	$15	$0	Tile-corner
Wall Top	$8	$0	Tile-edge
Wall Top with Roof	$15	$10	Tile-edge
Wall with Bank Sign	$10	$0	Tile-edge
Wall with Barn Doors	$8	$0	Tile-edge
Wall with Chimney	$16	$0	Tile-edge
Wall with Door	$10	$0	Tile-edge
Wall with Double Window	$14	$0	Tile-edge
Wall with Framed Window 1	$14	$0	Tile-edge
Wall with Framed Window 2	$14	$0	Tile-edge
Wall with Hanging Bank Sign	$10	$0	Tile-edge
Wall with Hanging Hotel Sign	$10	$0	Tile-edge
Wall with Hanging Sheriff Sign	$10	$0	Tile-edge
Wall with Hotel Sign	$10	$0	Tile-edge
Wall with Sheriff Sign	$10	$0	Tile-edge

Spooky Stone Castle Walls

Name	Price	Salvage Amt	Size
1/2 Roof 2 (Roof Spire)	$25	$20	1 x 1
1/2 Spire	$20	$15	Half-tile
1/3 Height Block Slab	$8	$0	1 x 1
1/3 Height Parapet	$8	$0	Tile-edge
1/3 Height Wall	$4	$0	Tile-edge
1/3 Height Wall Top with Breach	$8	$0	Tile-edge
1/4 Top Tower	$20	$15	1 x 1
2/3 Height Breached Wall	$8	$0	Tile-edge
2/3 Height Breached Wall Base	$8	$0	Tile-edge
2/3 Height Wall	$8	$0	Tile-edge
Banner	$5	$2	1 x 1
Full Height Breached Wall	$14	$0	Tile-edge
Full Height Breached Wall Base	$14	$0	Tile-edge
Full Height Square Tower Segment	$25	$20	1 x 1
Inverted Roof Corner	$20	$15	1 x 1
Roof Corner	$20	$15	1 x 1
Roof Peak	$20	$15	1 x 1
Roof with Window	$20	$15	1 x 1
Shallow Roof Cap	$15	$10	1 x 1
Slant 1/2 Roof	$20	$15	1 x 1
Sloped Curved Wall Base	$20	$15	1 x 1
Sloped Curved Wall Segment	$20	$15	1 x 1
Small Roof	$10	$5	Quarter-tile
Small Rooftop	$12	$0	1 x 1

Spooky Stone Castle Walls (cont.)

Name	Price	Salvage Amt	Size
Square Tower Top	$20	$15	1 x 1
Square Tower with Full Parapet	$20	$15	1 x 1
Steep 1/2 Roof 1	$10	$5	Half-tile
Steep 1/2 Roof 2	$10	$5	Half-tile
Steep 1/4 Roof Corner	$10	$5	Quarter-tile
Steep 1/2 Cracked Roof 1	$10	$5	Half-tile
Steep 1/2 Cracked Roof 2	$10	$5	Half-tile
Steep Inverted Roof Corner	$10	$5	Quarter-tile
Steep Roof with Window 1	$10	$5	Half-tile
Steep Roof with Window 2	$10	$5	Half-tile
Tall Rooftop	$25	$20	1 X 1
Walkway (1/3 Height Block)	$20	$15	1 x 1
Wall	$12	$0	Tile-edge
Wall Base with Vines	$12	$0	Tile-edge
Wall Corner	$16	$0	Tile-corner
Wall with Door	$14	$0	Tile-edge
Wall with Vines	$14	$0	Tile-edge
Wall with Window	$14	$0	Tile-edge



Spooky Wooden House

Name	Price	Salvage Amt	Size
1/2 Roof	$20	$15	1 x 1
1/2 Roof	$25	$20	1/2 Roof w/Chimney
2/3 Height Wooden Wall	$8	$0	Tile-edge
2/3 Height Wooden Wall Base	$8	$0	Tile-edge
Cracked Tiled Roof Corner	$25	$20	1 x 1
Diagonal Wooden Wall	$16	$0	1 x 1
Full Height Wall with Door	$14	$0	Tile-edge
Full Height Wooden Wall	$12	$0	Tile-edge
Full Height Wooden Wall Base	$12	$0	Tile-edge
Full Height Wooden Wall with Door	$12	$0	Tile-edge
Full Height Wooden Wall with Hole	$12	$0	Tile-edge
Full Height Wooden Wall with Windows	$12	$0	Tile-edge
Inverted Roof Corner	$25	$20	1 x 1
Roof Spire	$15	$10	1 x 1
Small Cracked Tile Rooftop	$20	$15	1 x 1
Wooden Wall Corner	$16	$0	Tile-corner
Wooden Wall Corner Base	$16	$0	Tile-corner

Sci-Fi Hydroponic Walls

Name	Price	Salvage Amt	Size
1/4 Round Flat Roof	$25	$20	1 x 1
Curved 1/2 Roof 1	$25	$20	1 x 1
Curved 1/2 Roof 2	$25	$20	1 x 1
Curved Wall 1	$16	$0	1 x 1
Curved Wall 2	$16	$0	1 x 1
Inverted Curved Wall 1	$18	$0	1 x 1
Inverted Curved Wall 2	$18	$0	1 x 1
Inverted Roof Corner with Curved Base 1	$30	$25	1 x 1
Inverted Roof Corner with Curved Base 2	$30	$25	1 x 1
Roof Corner 1	$20	$15	1 x 1
Roof Corner 2	$20	$15	1 x 1
Shallow Roof Corner 1	$16	$0	1 x 1
Shallow Roof Corner 2	$16	$0	1 x 1
Small Hydroponics Greenhouse	$18	$0	1 x 1
Square Flat Roof	$20	$25	1 x 1
Tall Hydroponics Greenhouse	$20	$0	1 x 1
Wall 1	$16	$0	Tile-edge
Wall 2	$16	$0	Tile-edge

Sci-Fi Walls

Name	Price	Salvage Amt	Size
Curved Glass Roof	$20	$15	1 x 1
Curved Roof	$20	$15	1 x 1
Curved Roof T Junction	$20	$15	1 x 1
Curved Roof Corner	$20	$15	1 x 1
Curved Roof Junction	$20	$15	1 x 1
Curved Roof with Ends	$20	$15	1 x 1
Curved Roof with Satellite Dish	$20	$15	1 x 1
Glass Wall	$12	$0	Tile-edge
Inverted Wall Corner	$12	$0	Tile-corner
Solar Panels	$5	$0	1 x 1
Square Flat Roof	$25	$20	1 x 1
Tower	$15	$10	1 x 1
Tower with Solar Panels	$15	$10	1 x 1
Wall	$12	$0	Tile-edge
Wall Corner	$18	$0	Tile-edge
Wall with Door	$16	$0	Tile-edge
Wall with Portal	$15	$0	Tile-edge
Wall with Window	$16	$0	Tile-edge

Sci-Fi Steel Walls

Name	Price	Salvage Amt	Size
1/4 Round Flat Roof	$20	$15	1 x 1
1/4 Round Flat Roof with Window	$20	$15	1 x 1
Ariel Base	$4	$0	1 x 1
Ariel Tower	$4	$0	1 x 1
Corner with Window	$16	$0	1 x 1
Curved 1/2 Roof	$25	$20	1 x 1
Curved 1/2 Roof with Window (Full Roof)	$25	$20	1 x 1
Curved Roof	$25	$20	1 x 1
Curved Roof Corner	$25	$20	1 x 1
Curved Roof Corner with Window	$25	$20	1 x 1
Curved Roof with Window (1/2 Roof)	$25	$20	1 x 1
Curved Wall	$16	$0	1 x 1
Inverted Corner	$16	$0	1 x 1
Inverted Corner with Window	$16	$0	1 x 1
Inverted Curved Roof Corner	$25	$20	1 x 1
Inverted Curved Roof Corner with Window	$25	$20	1 x 1
Inverted Roof Corner	$16	$0	1 x 1
Sci-Fi Themed Entrance (Corner Fence)	$5	$0	Tile-corner

Sci-Fi Steel Walls (cont.)

Name	Price	Salvage Amt	Size
Square Flat Roof	$20	$15	1 x 1
Square Flat Roof with Window	$20	$15	1 x 1
Straight Track (Barrier Wall)	$5	$0	Tile-edge
Wall	$8	$0	Tile edge
Wall with Door	$8	$0	Tile-edge
Wall with Window	$8	$0	Tile-edge

Adventure Caribbean Adventure Walls

Name	Price	Salvage Amt	Size
1/3 Height Bamboo Wall	$14	$0	Tile-edge
1/3 Height Wall	$14	$0	Tile-edge
1/3 Height Wall Base	$14	$0	Tile-edge
1/4 Round Flat Tower Top with Cannon	$20	$15	1 x 1
1/4 Round Flat Tower Top with Parapet	$20	$15	1 x 1
2/3 Height Wall	$8	$0	Tile-edge
2/3 Height Wall Base	$8	$0	Tile-edge
Bamboo Door (Wall with)	$14	$0	Tile-edge
Bamboo Roof	$20	$15	1 x 1
Bamboo Wall	$10	$0	Tile-edge
Bamboo Wall with Windows	$14	$0	Tile-edge
Curved Wall	$20	$15	1 x 1
Curved Wall Base	$20	$15	1 x 1

Adventure Caribbean Adventure Walls (cont.)

Name	Price	Salvage Amt	Size
Curved Wall w/Square Base	$20	$15	1 x 1
Diagonal Wall	$16	$0	1 x 1
Full Height Wall	$12	$0	Tile-edge
Full Height Wall Base	$12	$0	Tile-edge
Platform on Pilings	$12	$8	1 x 1
Ramp on Pilings	$14	$10	1 x 1
Roof (1/3 Height)	$20	$15	1 x 1
Round Hut	$30	$25	1 x 1
Square Roof with cannon	$25	$20	1 x 1
Square Flat Roof	$25	$20	1 x 1
Square Flat Roof Corner with Parapet	$25	$20	1 x 1
Square Flat Roof Corner with Post	$25	$20	1 x 1
Square Roof (with Parapet)	$25	$20	1 x 1
Structure Pilings	$12	$8	1 x 1
Wall Base Corner	$16	$0	Tile-corner
Wall Base with Arch	$16	$0	1 x 1
Wall Base with Door	$14	$0	Tile-edge
Wall Base with Windows	$14	$0	Tile-edge
Wall Corner	$16	$0	Tile-corner
Wall with Windows	$14	$0	Tile-edge

Adventure Sultan's Marble Palace Walls

Name	Price	Salvage Amt	Size
1/3 Height Wall	$4	$0	Tile-edge
1/3 Height Wall	$4	$0	Tile-edge
1/3 Height Wall Base	$4	$0	Tile-edge
1/4 Dome Top with Point	$25	$20	1 x 1
1/4 Round Flat Roof with Gold Tower Top	$25	$20	1 x 1
2/3 Height Wall	$8	$0	Tile-edge
2/3 Height Wall Base	$8	$0	Tile-edge
Curved Wall	$25	$20	1 x 1
Curved Wall with Windows	$25	$20	1 x 1
Diagonal Wall	$16	$0	1 x 1
Full Height Square Tower Section Slightly Sloped	$20	$15	1 x 1
Full Height Wall	$12	$0	Tile-edge
Full Height Wall with Base	$12	$0	Tile-edge
Gold 1/4 Dome Top	$25	$20	1 x 1
Square Flat Roof with Corner Post	$20	$15	1 x 1
Square Flat Walled Roof	$15	$10	1 x 1
Square Flat Walled Roof Corner	$10	$0	1 x 1
Square Flat Walled Roof with Full Dome	$10	$5	1 x 1
Square Flat Walled Roof with Short Dome	$20	$10	1 x 1
Square Roof with 1/3 Height Wall	$15	$10	1 x 1
Square Tower	$25	$20	1 x 1
Square Tower Base	$25	$20	1 x 1
Square Tower Base Slightly Sloped	$25	$20	1 x 1
Square Tower Section Slightly Sloped	$25	$20	1 x 1
Tall Square Tower	$25	$20	1 x 1
Upper Floor	$15	$10	1 x 1
Wall Base Corner	$16	$0	Tile-corner
Wall Base Corner 2	$16	$0	Tile-corner
Wall Base with Door	$14	$0	Tile-edge
Wall Base with Windows	$14	$0	Tile-edge
Wall with Wide Arch	$14	$0	Tile-edge
Wall with Wide Windows	$14	$0	Tile-edge

Adventure Sultan's Palace Walls

Name	Price	Salvage Amt	Size
1/3 Height Wall	$4	$0	Tile-edge
2/3 Height Wall	$8	$0	Tile-edge
Bath Corner	$20	$15	1 x 1
Bath Floor	$20	$15	1 x 1
Bath Side	$20	$15	1 x 1
Curved Wall	$14	$0	1 x 1
Double Height Square Tower Section	$20	$15	1 x 1
Double Height Wall	$20	$15	Tile-edge
Double Height Wall with Arch	$20	$15	Tile-edge
Floor	$20	$15	1 x 1
Full Height Tower Base (Curved)	$20	$15	1 x 1
Full Height Wall	$8	$0	Tile-edge
Full Height Wall 2 (Slate)	$12	$0	Tile-edge
Full Height Wall 3 (with 2 Arches)	$12	$0	Tile-edge
Full Height Wall 4 (Slate Slab)	$12	$0	Tile-edge
Roof Corner	$25	$20	1 x 1
Roof Tower Base	$16	$0	1 x 1
Roof Tower Section	$16	$0	1 x 1
Round Tower Top 1 with Dome	$16	$0	1 x 1
Round Tower Top with Dome 2 (1/4 Dome Section)	$25	$20	1 x 1

Adventure Sultan's Palace Walls (cont.)

Name	Price	Salvage Amt	Size
Single Small Column	$8	$0	Quarter-tile
Slab with Bath Corner	$20	$15	1 x 1
Small Column Bottom	$8	$0	Quarter-tile
Small Column Mid-Section	$8	$0	Quarter-tile
Small Column Top	$8	$0	Quarter-tile
Square Flat Battlement Roof	$25	$20	1 x 1
Square Flat Battlement Roof Corner with Post	$25	$20	1 x 1
Square Flat Battlement Roof Walkway	$25	$20	1 x 1
Square Flat Battlement Roof with Posts	$25	$20	1 x 1
Square Flat Roof	$25	$20	1 x 1
Square Flat Roof with Post	$25	$20	1 x 1
Square Floor with Step	$4	$0	1 x 1
Square Slab	$4	$0	1 x 1
Square Slab with Corner Step Down	$4	$0	1 x 1
Square Slab with Corner Step Up	$4	$0	1 x 1
Square Tower Base	$20	$15	1 x 1
Square Tower Section	$20	$15	1 x 1
Wall Base Corner 1	$16	$0	Tile-corner
Wall Corner	$16	$0	Tile-corner

Path Extras

note

Path Extras may only be added to the edge of a path. Larger path scenery is attached to both edges of a single path tile.

Generic Path Scenery

Name	Price	Salvage Amt
Marble Bench	$3	$0
Park Path Lamp	$2	$0
Path Street Lamp	$3	$0
Photo Spot	$2	$0
Photo Spot (Branded)	$2	$0
Queue-Line TV Monitors	$7	$0
Round Park Sign (Overhead)	$18	$0
Seats	$3	$0
Small Park Sign	$18	$0
Square Park Sign (Overhead)	$18	$0
Tall Park Sign	$19	$0
Trash Bin	$2	$0
Wooden Bench	$3	$0

Western Path Scenery

Name	Price	Salvage Amt
Arched Sign (Overhead)	$18	$13
Miner's Path Lamp	$4	$4
Sign (Overhead)	$18	$13
Sign with Raised Letters (Overhead)	$18	$13
Trash Bin	$2	$0
Wagon-Wheel Bench	$5	$

Spooky Path Scenery

Name	Price	Salvage Amt
Bench	$3	$0
Gothic Path Lamp	$3	$0
Large Sign (Overhead)	$18	$13
Pumpkin Trash Bin	$2	$0
Skull Trash Bin	$2	$0
Small Sign	$2	$0

Scenery Items

Sci-Fi Path Scenery

Name	Price	Salvage Amt
Large Hovering Sign (Overhead)	$20	$0
Neon Path Lamp	$5	$0
Small Hovering Sign	$18	$0
Space Bench	$5	$0
Space Bin	$2	$0
Star Glow Path Lamp	$5	$0

Adventure Path Scenery

Name	Price	Salvage Amt
Bamboo Sign (Overhead)	$18	$0
Golden Path Lamp	$5	$0
Log Bench	$3	$0
Marble Sign (Overhead)	$18	$0
Snake Path Lamp	$3	$0
Trash Bin	$2	$0
Wooden Sign (Overhead)	$18	$0

note

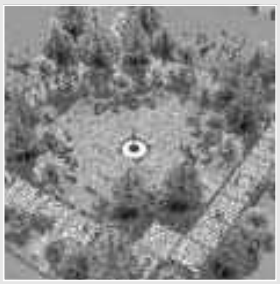
Scenery items may be placed anywhere except ON paths.

Generic Scenery, Small

Name	Price	Salvage Amt	Size
Bishop Chess Piece	$5	$4	1 x 1
Crazy Clock	$34	$28	1 x 1
Giant Candy Cane	$14	$5	Quarter-tile
Giant Fruit Drop	$10	$5	1 x 1
Giant Jelly Bean	$14	$10	1 x 1
Giant Lollipop	$19	$12	1 x 1
Giant Marshmallow (on a Stick)	$15	$7	1 x 1
Giant Marshmallow	$15	$7	1 x 1
Gumdrop Tree	$10	$5	1 x 1
Hard Candy Tree	$10	$5	1 x 1
King Chess Piece	$5	$4	1 x 1
Knight Chess Piece	$5	$4	1 x 1

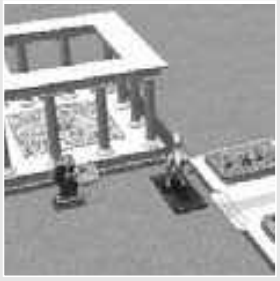
Generic Scenery, Small (cont.)

Name	Price	Salvage Amt	Size
Park Path Lamp	$2	$0	Quarter-tile
Path Street Lamp	$3	$0	Quarter-tile
Pawn Chess Piece	$5	$4	1 x 1
Queen Chess Piece	$5	$4	1 x 1
Roman Column	$11	$10	Quarter-tile
Rook Chess Piece	$5	$4	1 x 1
Small Boulder	$5	$5	Quarter-tile
Taffy Tree	$15	$7	1 x 1
Very Small Boulder	$5	$5	Quarter-tile
Worn Female Statue	$20	$15	Quarter-tile



Generic Scenery, Medium

Name	Price	Salvage Amt	Size
Chess Square	$20	$15	1 x 1
Cupid Fountain	$65	$55	1 x 1
Dolphin Fountain	$57	$50	1 x 1
Female Statue Fountain	$72	$64	1 x 1
Frog Fountain	$54	$48	1 x 1
Giant Butterfly	$38	$30	1 x 1
Giant Die	$21	$19	1 x 1
Golden Lion Statue	$19	$15	1 x 1
Large Boulder	$7	$7	1 x 1
Medium Boulder	$7	$7	1 x 1
Snail	$40	$31	1 x 1
Stone Lion Statue	$18	$15	1 x 1
Temple	$62	$50	1 x 1
Very Large Boulder	$7	$7	1 x 1
Wasp	$62	$52	1 x 1



Generic Scenery, Large

Name	Price	Salvage Amt	Size
Generic Building	$500	$450	4 x 4
Glockenspiel	$52	$48	2 x 2
Rearing Horse Statue	$18	$15	1 x 2
Roman Courtyard	$150	$125	4 x 4

Western Scenery, Small

Name	Price	Salvage Amt	Size
Bandito Animatronic	$34	$26	Quarter-tile
Bandito Siesta Animatronic	$33	$26	Quarter-tile
Barrel	$4	$3	Quarter-tile
Floating Barrel	$4	$3	Quarter-tile
Indian Bowman Animatronic	$60	$52	Quarter-tile
Indian Chief Animatronic	$62	$52	Quarter-tile
Miner's Path Lamp	$4	$0	Quarter-tile

Western Scenery, Medium

Name	Price	Salvage Amt	Size
Bison Animatronic	$34	$28	Half-tile
Chemist Set (building front)	$58	$30	1 x 2
Gatling Gun	$20	$15	1 x 1
Horse and Rope-Trick Animatronic	$62	$52	1 x 1
Horse Trough	$6	$4	1 x 1
Indian Smoke Signaler Animatronic	$60	$52	1 x 1
Jailhouse Set	$56	$30	1 x 2
Lasso Larry Animatronic	$62	$52	1 x 1
Outlaw Animatronic	$68	$60	1 x 1
Pick-axe and Shovel	$5	$4	1 x 1
Sheriff Animatronic	$74	$54	1 x 1
Steer Carcass Bones	$6	$4	1 x 1
TNT Boxes	$6	$4	1 x 1
Teepee	$18	$13	1 x 1
Tethered Horse Animatronic	$54	$45	1 x 1
Totem Pole	$20	$15	1 x 1
Wagon with Camper Animatronic	$64	$54	1 x 1
Wind Pump (Windmill)	$55	$50	1 x 1

Western Scenery, Large

Name	Price	Salvage Amt	Size
Final Outpost	$500	$450	4 x 4
Gunsmith Set	$56	$30	1 x 2
Livery Set	$66	$35	2 x 2
Mine Entrance	$155	$135	2 x 5
Saloon Set	$65	$35	2 x 2

Spooky Scenery, Small

Name	Price	Salvage Amt	Size
Coffin-Burst Animatronic	$30	$25	Quarter-tile
Firepit	$3	$2	Quarter-tile
Gargoyle	$22	$19	Quarter-tile
Gothic Path Lamp	$4	$0	Quarter-tile
Grave-Burst Animatronic	$30	$25	Quarter-tile
Gravestone	$4	$3	Quarter-tile
Guillotine	$28	$24	Half-tile
Haunted Tree 1	$10	$6	1 x 1
Haunted Tree 2	$10	$6	1 x 1
Haunted Tree 3	$10	$6	1 x 1
Haunted Tree 4	$10	$6	1 x 1
Iron Maiden Animatronic	$20	$17	Quarter-tile
Skull Spike	$5	$2	Quarter-tile
Zombie Hands	$8	$4	Quarter-tile
Zombie Left Hand	$6	$4	Quarter-tile
Zombie Right Hand	$6	$4	Quarter-tile

Spooky Scenery, Medium

Name	Price	Salvage Amt	Size
Crow's Cage	$14	$8	1 x 1
Five Gravestones	$12	$6	1 x 1
Gravestone Ghosts	$8	$4	1 x 1
(Animating)Pumpkin Patch	$1	$0.75	1 x 1
Skeleton Warrior	$24	$18	1 x 1
Skull Pile	$12	$6	1 x 1
Stocks	$18	$12	1 x 1
Two Gravestones	$7	$5	1 x 1

Spooky Scenery, Large

Name	Price	Salvage Amt	Size
Giant Skull	$28	$24	2 x 2
Giant Winged Demon Animatronic	$200	$150	6 x 6
Haunted House on Hill	$435	$400	4 x 4
Headless Horseman on Stone Animatronic	$200	$150	4 x 4
Monster Animatronic	$40	$35	3 x 1
Mummy Animatronic	$30	$25	3 x 1
Spooky Windmill	$56	$48	4 x 2
Three Witches	$25	$20	2 x 2
Vampire Castle	$500	$450	4 x 4

Sci-Fi Scenery, Small

Name	Price	Salvage Amt	Size
Neon Path Lamp	$5	$0	Quarter-tile
Star Glow Lamp	$5	$0	Quarter-tile

Sci-Fi Scenery, Medium

Name	Price	Salvage Amt	Size
Attacking Humanoid Robot Animatronic	$34	$28	1 x 1
Humanoid Robot Animatronic	$34	$28	1 x 1
Martian War Machine	$50	$45	1 x 1
Moon Base Saucer	$125	$100	1 x 1
Moon Base Tower	$125	$100	1 x 1
Three-Legged Robot Animatronic	$24	$28	1 x 1
UFO Attack Animatronic	$45	$35	1 x 1

Sci-Fi Scenery, Large

Name	Price	Salvage Amt	Size
Impact Crater	$100	$90	3 x 3
Loading Robot	$40	$38	2 x 1
Radar Dish Animatronic	$48	$35	4 x 4
Rocketship	$45	$35	1 x 2
Saturn (Animating Statue)	$68	$60	4 x 4
Space Port	$500	$450	4 x 4
Space-ship and Launch Gantry Animatronic	$345	$315	4 x 4
Volcanic Vent	$250	$200	3 x 3

Adventure Scenery, Small

Name	Price	Salvage Amt	Size
Crossed Scimitars	$8	$6	Quarter-tile
Fort Cannon	$11	$8	Half-tile
Golden Path Lamp	$5	$0	Quarter-tile
Parrot Animatronic	$15	$12	Quarter-tile
Pirate Captain Animatronic	$34	$25	Half-tile
Pirate Cutlass	$8	$6	Quarter-tile
Pirate Flag on Pole	$10	$8	Quarter-tile
Pirate Mate Animatronic	$34	$26	Quarter-tile

Adventure Scenery, Small (cont.)

Name	Price	Salvage Amt	Size
Silk Banner	$5	$0	Quarter-tile
Snake Path Lamp	$3	$0	Quarter-tile
Treasure Chest	$9	$6	Quarter-tile
Treasure Pile	$49	$45	1 x 1

Adventure Scenery, Medium

Name	Price	Salvage Amt	Size
Arabian Warrior	$20	$18	1 x 1
Belly Dancer Animatronic	$32	$28	1 x 1
Dug-Up Pirate Treasure	$11	$8	1 x 1
Gold Elephant Statue	$32	$24	1 x 1
Golden Hippo Statue	$28	$20	1 x 1
Large Mayan Statue	$32	$24	1 x 1
Pirate Flag on Mast	$12	$10	1 x 1
Pirate Mate with Bill Hook Animatronic	$42	$42	1 x 1
Pirate Mate with Sword Animatronic	$42	$42	1 x 1
Raptor Animatronic	$11	$8	1 x 1
Small Mayan Statue	$32	$24	1 x 1

Adventure Scenery, Large

Name	Price	Salvage Amt	Size
Bazaar	$100	$90	2 x 4
Forgotten Temple	$500	$450	4 x 4
Galleon Animatronic	$250	$200	2 x 3
Ruined chamber	$80	$72	2 x 2
Stegosaurus Animatronic	$11	$8	2 x 1

Ride Events

note

Ride events animate only if placed near a track ride and a track piece has been assigned as the trigger.

Ride Events

Name	Price	Salvage Amt	Size
Danger Canyon	$750	$750	5 x 8
Disaster Rockslide	$750	$750	6 x 8
Erupting Volcano	$950	$950	16 x 8
Oil Derrick	$750	$750	7 x 8
Shark Attack	$650	$650	5 x 8
T-Rex Attack	$650	$650	2 x 6
Temple Boulder	$750	$750	7 x 6

Fireworks

note

The cumulative cost of all the fireworks in a single show is deducted from your cash each time the show is played.

Fireworks

Atomic Flower

Description: Ground-based flare fountain
Duration: ~2 sec **Cost When Fired:** $0.49

Blue Wagon

Description: Launched rocket pops in 3 directions
Duration: ~2 sec **Cost When Fired:** $0.59

Fairies from Hell

Description: 2 launched rockets with trailing flares
Duration: ~2 sec **Cost When Fired:** $0.79

Fairy Fountain

Description: Ground-based flare fountain with flocking behavior
Duration: ~3 sec **Cost When Fired:** $0.49

Fountain

Description : Ground-based erupting fountain
Duration: ~4 sec **Cost When Fired:** $0.69

Galactic Invader

Description: Launched rocket with classic-style explosion
Duration: ~4 sec **Cost When Fired:** $0.79

Gemini Rockets

Description : Multiple launched flares
Duration: ~1 sec **Cost When Fired:** $0.59

Glitter Fountain

Description : Ground-based erupting tall fountain
Duration: ~4 sec **Cost When Fired:** $0.79

Glitter Palm

Description : Launched rocket with oblique explosion
Duration: ~3 sec **Cost When Fired:** $0.89

Golden Explosion

Description : Launched flare rocket with oblique explosion
Duration: ~4 sec **Cost When Fired:** $1.99

Green Peony

Description: Launched rocket with classic-style explosion
Duration: ~4 sec **Cost When Fired:** $0.79

Green Wagon Wheel

Description : Launched rocket pops in 4 directions
Duration: ~2 sec **Cost When Fired:** $0.59

Ground Fountain Arc

Description: Ground-based long arching Roman candle
Duration: ~4 sec **Cost When Fired:** $0.59

Incredible Krakatoa

Description: Launched flare rocket pops in 2 directions and then again in 4
Duration: ~6.5 sec **Cost When Fired:** $2.99

Monkey Missile

Description: Launched rocket with classic-style explosion but higher than others
Duration: ~4 sec **Cost When Fired:** $0.99

Poinsettia

Description: Launched flare rocket pops in 3 directions with streaking flares
Duration: ~3 sec **Cost When Fired:** $0.89

Red Peony Blitz

Description: 2 rockets launched in rapid succession with classic-style explosion
Duration: ~5 sec **Cost When Fired:** $2.49

Red Wagon Wheel

Description: Launched rocket pops in 4 directions
Duration: ~2 sec **Cost When Fired:** $0.59

Ring Rocket

Description: Launched flare leaves expanding rings in its wake
Duration: ~3 sec **Cost When Fired:** $1.49

Roman Candle

Description: Ground-based long vertical fountain
Duration: ~3 sec **Cost When Fired:** $0.39

Shanghai Surprise

Description: Launched flare leaves large spiraling rings in its wake
Duration: ~2 sec **Cost When Fired:** $2.49

Solar Blaster

Description: Launched rocket pops in 3 directions then with classic-style explosions
Duration: ~7 sec **Cost When Fired:** $2.49

Solar Strike

Description: Launched flares pops in 3 directions then with classic-style explosions
Duration: ~4 **Cost When Fired:** $2.49

Spheres of Fire

Description: 3 spiraling flares launched in rapid succession
Duration: ~4 sec **Cost When Fired:** $0.59

Thunder Barrage

Description: 3 flares launched in rapid succession
Duration: ~1 sec **Cost When Fired:** $0.59

Thunder Blitz

Description: 17 spiraling flares launched in rapid succession
Duration: ~11 sec **Cost When Fired:** $1.99

Titan Missile

Description: Launched rocket with classic-style explosion but higher than others
Duration: ~4 sec **Cost When Fired:** $0.99

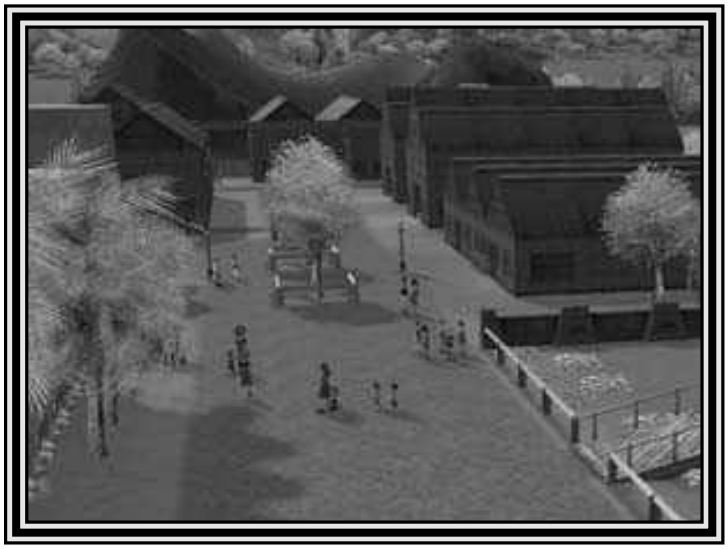
Tomahawk Rockets

Description: 2 rapidly launched fireballs
Duration: ~1 sec **Cost When Fired:** $0.39

Paths

note

Paths laid on the ground cost $12 per square and may be sold at $10 per square. Ascending ramps cost $5 more than the next-lower path piece connected to it. Descending ramps cost $5 less than the next-higher path piece. Flat platforms cost the same as the path piece connected to it *if* the ground beneath it is level. The cost of flat platforms going over a variable terrain is calculated based on how high the pilings must be.



Footpaths

Asphalt (concrete colored sidewalks)

Crazy paving (irregular stone paving)

Dirt track (sandy walkway)

Leaf (leafy covered walkway)

Marble (polished stone with inlaid design)

Ornate (multicolored angular brick pattern)

Steel (diamond plate)

Tarmac (dark-black asphalt)

Queue Paths

Adventure (roughly fitted stones)

Generic (tiled walkway)

Western (wooden decking)

Sci-Fi (copper metal decking)

Spooky (brick walkway littered with headstones and vines)

note

Select the queue path's color on the control panel of the ride it's connected to.

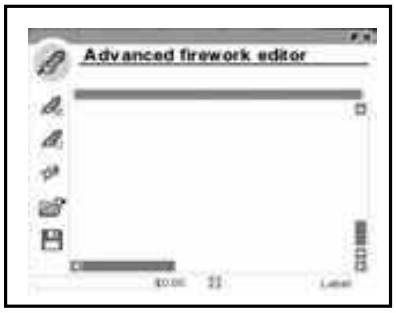
Undocumented Features

caution

These features are not supported and may cause the game to behave unexpectedly. Use at your own risk!

CoasterCam and the Mouse Wheel

While the CoasterCam is active, roll the mouse wheel to pull the camera out, and then hold the mouse button and drag the pointer around to move the camera around the coaster.



Make your own fireworks

Make Your Own Fireworks

Rename a peep GUIDO FAWKES to turn on the Advanced Firework Editor.

After typing in the above name and closing the renamed peep's control panel, open the firework to a blank timeline and click on the little starburst symbol just above the play icon. This opens the Advanced Firework Editor.

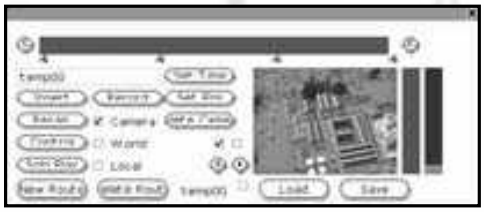
Start by clicking the Create New Firework icon to open the Firework Designer dialog box. Select values for life-time (total time of the firework), explosion type, randomness variable, minimum and maximum height, the sound time, the icon label, and the colors emitted by the firework. Close the Firework Designer dialog box and notice that the icon is added to the particles listed in the Advanced Fireworks Editor dialog box.

To edit an existing particle, click on its icon, which causes the Fireworks Designer dialog box to open again. After you are finished adding all the particles, add a name in the field at the bottom of the dialog box, choose a price and a label, and then click the Save icon.

To learn how to make your own fireworks, click the Load icon and load one of the fireworks created by the game's designers.

Record Your CoasterCam

Press Ctrl+Shift+F11 to turn the recorder on and off. This causes the game to crawl to a few frames a second (especially at the highest resolution)! But after you turn the recorder off, the game speed returns to normal and the *AVI* is in the *My Movies\RCT3* folder found in the *My Documents* folder.



The camera path editor

Create and Record Your Own Attract Sequence

Rename a peep D LEAN, then access the game Attract Sequence camera editor by pressing Ctrl+Shift+0. This causes a blank dialog box to open showing four buttons.

Because this was never intended to be released to the general public, this is an incomplete feature. For example, clicking on the buttons does nothing, but clicking on their respective drop-shadows performs the function intended for the button.

Here are the steps to create your own camera movement sequence. First, put the camera in Freelook mode (in the Game Options dialog box). Then, click the shadow of the button labeled New Ro... (New Route). This causes the sequence editor to display in the dialog box. Next, move the camera to the first position where you want to start the sequence, then click the F button (in the dialog box's upper right—this is actually E but the button graphic is too small). This causes a camera object to be placed in the center of the screen. (Once a camera object has been placed it cannot be deleted without deleting the entire sequence, so choose carefully!). Now move the camera to another position and click F again.

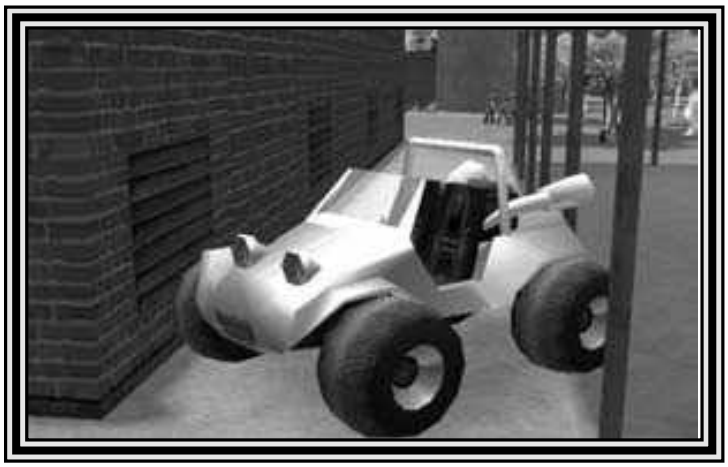
After you reach the final camera position, click the play button (the little right arrow) and watch the sequence in the small window. The bar to the right of the window is the speed. Warning: The speed slider is *very* touchy—nudge it up only a couple of pixels! The blue bar controls the size of the camera objects so you can more easily see them in the park. The checkbox over the pause button turns the little window on and off, the checkbox over the play button causes the sequence to be displayed in the main window! Turn this off when you are adding or editing camera objects.

Notice how the timeline (at the top of the dialog box) has little camera icons spread evenly apart. This means the time between the camera positions are all equal and the speed of the camera will change to reach the next camera position. To make the camera speed constant, click the button labeled Recalc. Notice that when you do this, the camera icons are respaced unevenly; this will keep the camera speed constant. Move the camera though the timeline by moving the slider at the top of the dialog box.

Clicking Solo Play plays the sequence full screen without the interface so you can audition it at any time. There's no way to stop the audition, so make sure the sequence speed is high enough to run through the entire sequence rapidly.

To save the sequence, type the name for the sequence in the field located above the insert key, and press the Save button. To record your sequence to an *AVI* file (saved to the *My Movies\RCT3* folder), click the record button!

Things not to do: Don't click the S or Set Time buttons—their functionality was never completed. The Delete Camera button (in the middle of the dialog box) and the Control Button (at the screen's left edge) do nothing. The checkboxes under the Record button were never fully programmed, so always have camera checked.



Ride through the park

Drive Through Your Park!

Renaming a peep JAMES HUNT puts a buggy in the park that the player can drive around using the arrow keys, bumping into people and things. If you crash and can't recover, move the pointer to the screen's lower right to turn off the CoasterCam.

Cheats

caution

These features are not supported and may cause the game to behave unexpectedly. Use at your own risk!

- Renaming a peep GUIDO FAWKES turns on access to the particle editor. (Guy Fawkes was part of a conspiracy in 1570 to blow up the Houses of Parliament in England.)
- Renaming a peep JOHN WARDLEY removes any height restrictions for building coasters.
- Renaming a peep FRONTIER causes all rides and coasters to never break down.
- Renaming a peep JON ROACH makes all rides irresistible to peeps, who will then get in line to ride them.
- Renaming a peep SAM DENNEY makes all coasters irresistible to peeps, who will then get in line to ride them.

Using the Secret Codes to Download Bonuses

As you find the secret codes in this guide, write them down here! There are four codes: one for downloading more coasters, one to download some new pre-built structures, one to download more custom scenarios, and one to download new fireworks shows. We won't tell you which code is for which; you have to figure that out on your own!

After you've found all four codes, go to the web at *http://www.primagames.com/RCT3* and click on one of the four links. When prompted, enter one of the four codes and if it's correct you will be able to start the download. If the code is not correct, try another!

Unzip the downloaded files to the following folders:

- *RCT3_Prima_Coasters.zip* file to *\My Documents\RCT3\Coasters*
- *RCT3_Prima_Structures.zip* file to *\My Documents\RCT3\Structures*
- *RCT3_Prima_Scenarios.zip* file to *\My Documents\RCT3\Scenarios*
- *RCT3_Prima_Fireworks.zip* file to *\My Documents\RCT3\Fireworks*

note

Music files for the fireworks shows are not included with the fireworks data files. You must have your own copies of these files and they must reside in the *\My Documents\My Music\RCT3* folder. See the readme.txt for more details regarding music files for these fireworks shows.

Code #1

Code #3

Code #2

Code #4

PRIMA OFFICIAL GAME GUIDE

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Games/Strategy
Platform: PC

READY TO LOSE YOUR LUNCH?

This guide includes codes to download exclusive bonus content not available in the game: 4 Coasters, 2 Scenarios, 3 Fireworks Shows and 5 Buildings!

- Essential hints for creating awesome amusement parks
- Tricks to keep your guests happy and spending money
- Strategies for beating every scenario in the game
- Details on every available coaster, ride, shop, character, and more
- Insights into peep psychology
- Resource management essentials
- The inside scoop on the making of RCT3 from the developers
- Tips for creating custom pyrotechnic shows with the Fireworks MixMaster™
- Pointers for using sandbox mode and creating your own huge parks

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